



"Stakes Pt. 8: The Dark Cloud"

1034-219

Record Board



Date 03/13/15

- ☒ Board Team Final
- ☒ Network Approval Board 03/13/15
- ☒ Record Board
- ☐ Animatic Scan Board
- ☐ Conformed Board
- ☐ Design Board
- ☐ Final Board

Adventure Time Created by
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Supervising Director
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Storyboard by
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Steve Wolfhard

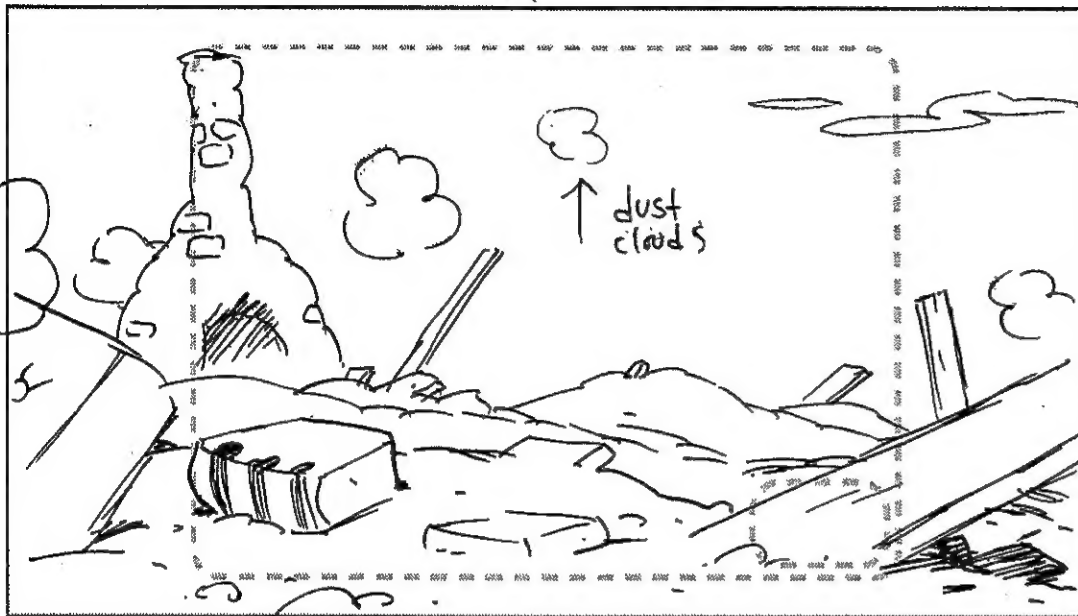
Animation Studio
SAE ROM

ADVENTURE TIME

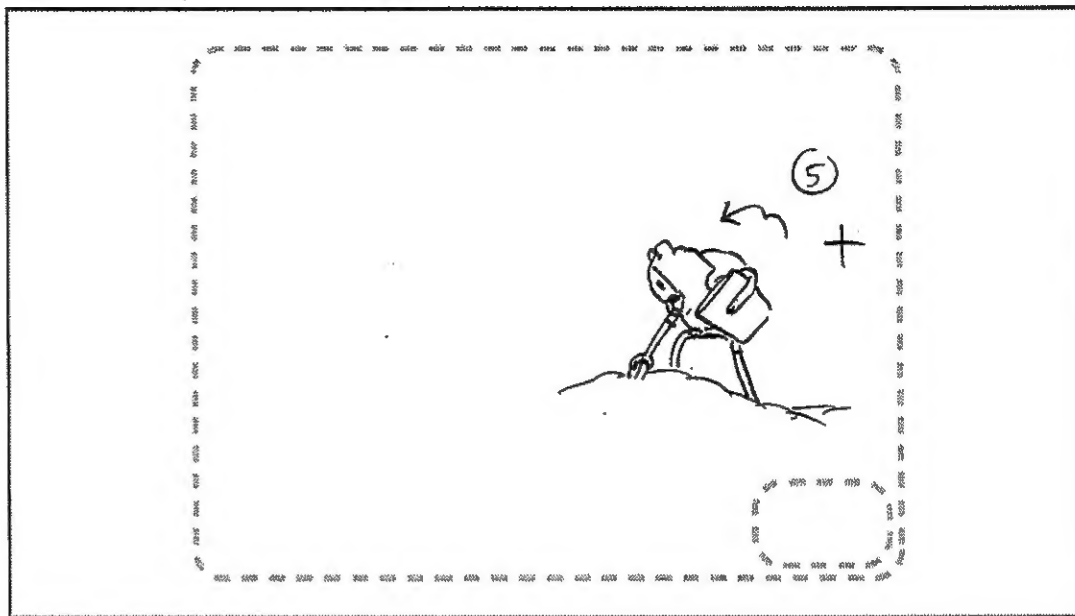


Page 01

Sc. 01 Pnl. A Bg. day night



Sc. 01 Pnl. B Bg. day night



Dialog: (F) ① oh geez oh geez,
② ③ uh, c'mon...
⑥ ehhh... (panicky throughout)

Action:

Timing:

1

① +



② +



③ +

④ +



⑥ +



-Finn searches for pieces of Peppermint Butler

2

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EPISODE #

Production :

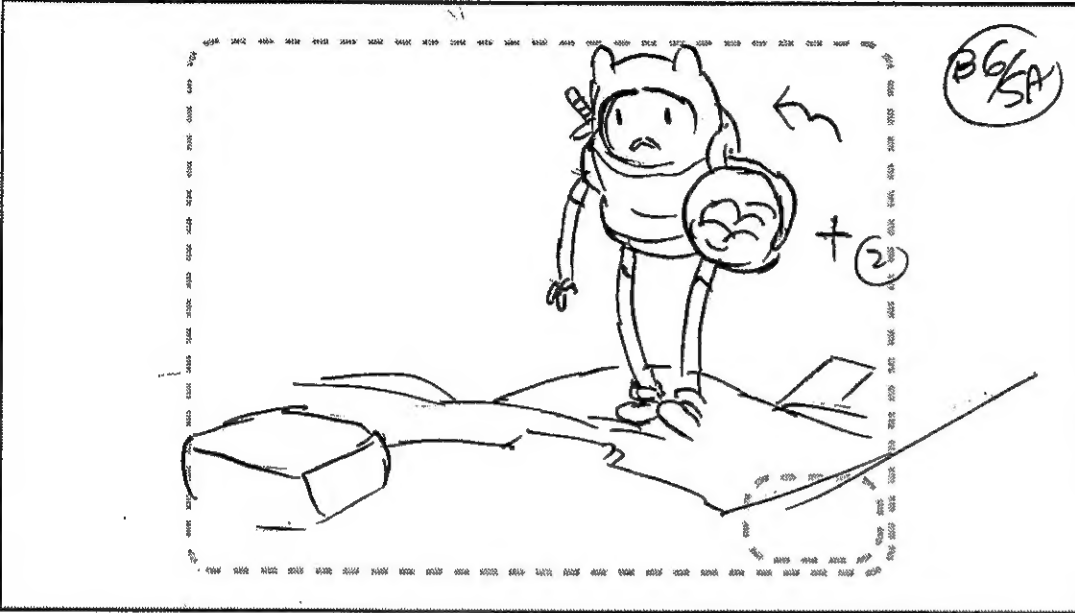
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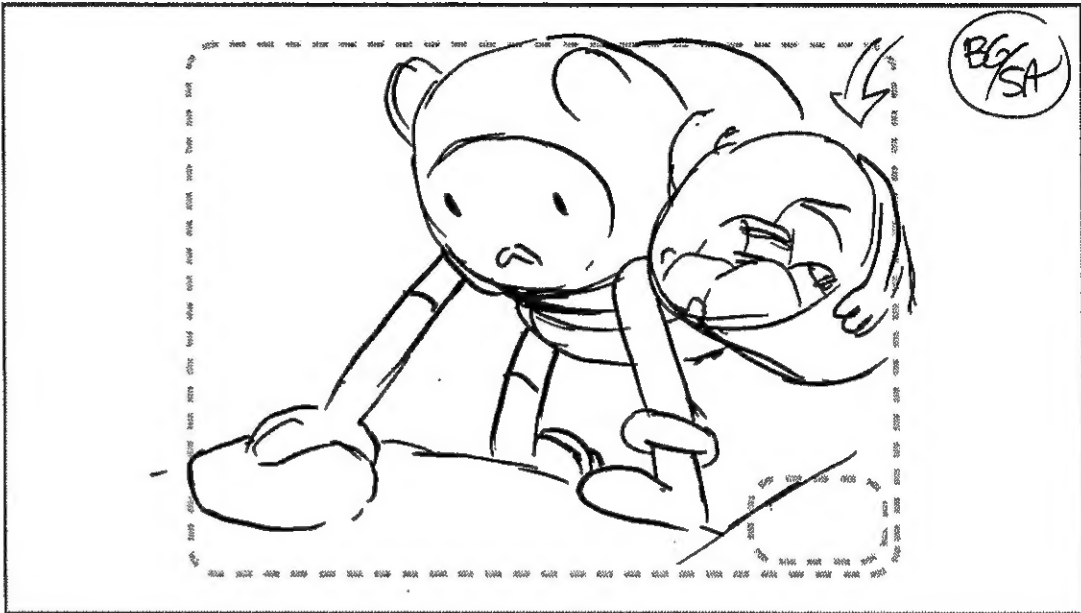


Page 02

Sc. 01 Pnl. C Bg. day night



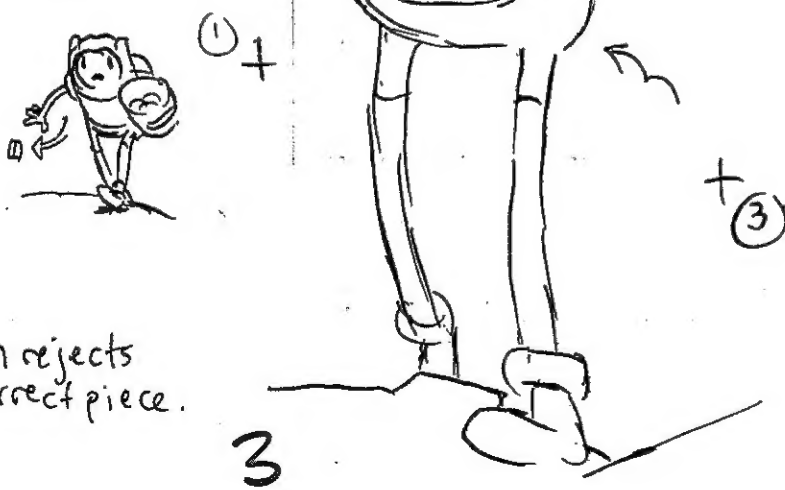
Sc. 01 Pnl. D Bg. day night



Dialog: (F) c'mon c'mon...

Action:

Timing: - Finn rejects incorrect piece.



(F:) uh...
(panicky)

4

EPISODE #

Production :

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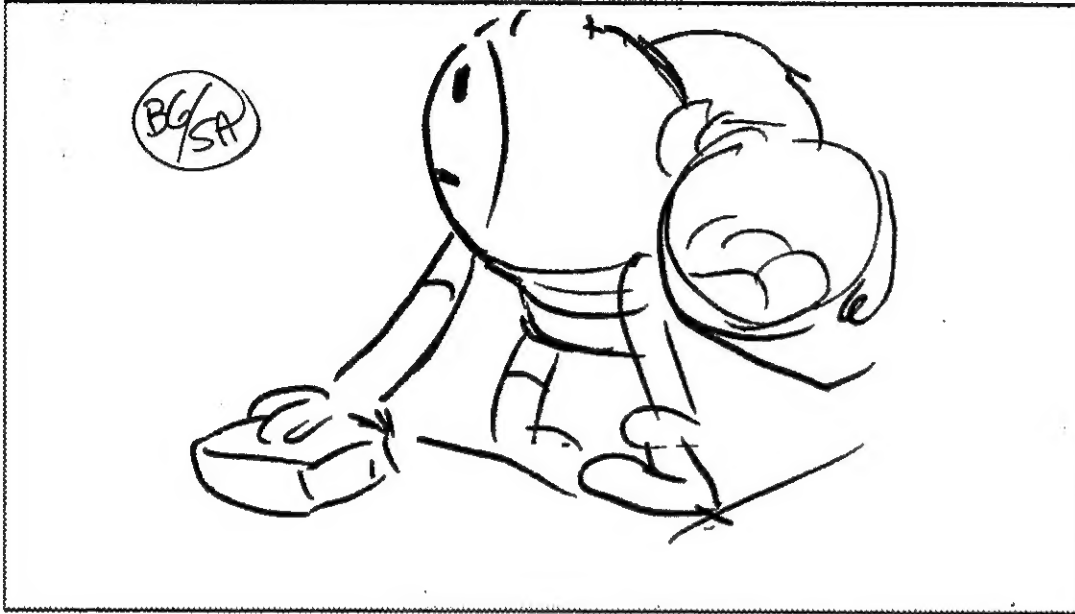
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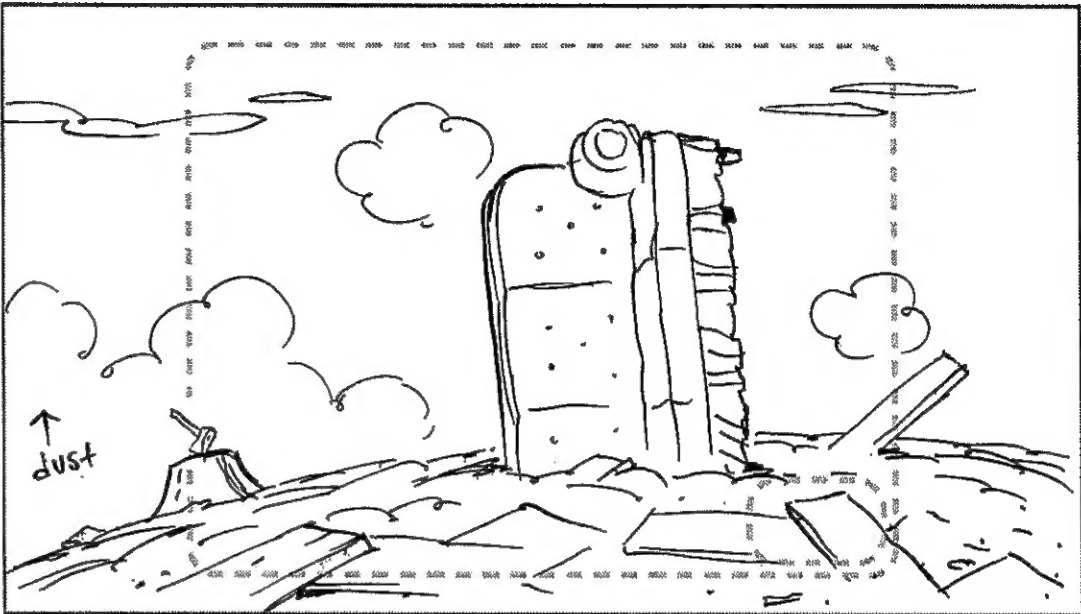


Page 03

Sc. 01 Pnl. E Bg. day night



Sc. 02 Pnl. A Bg. day night



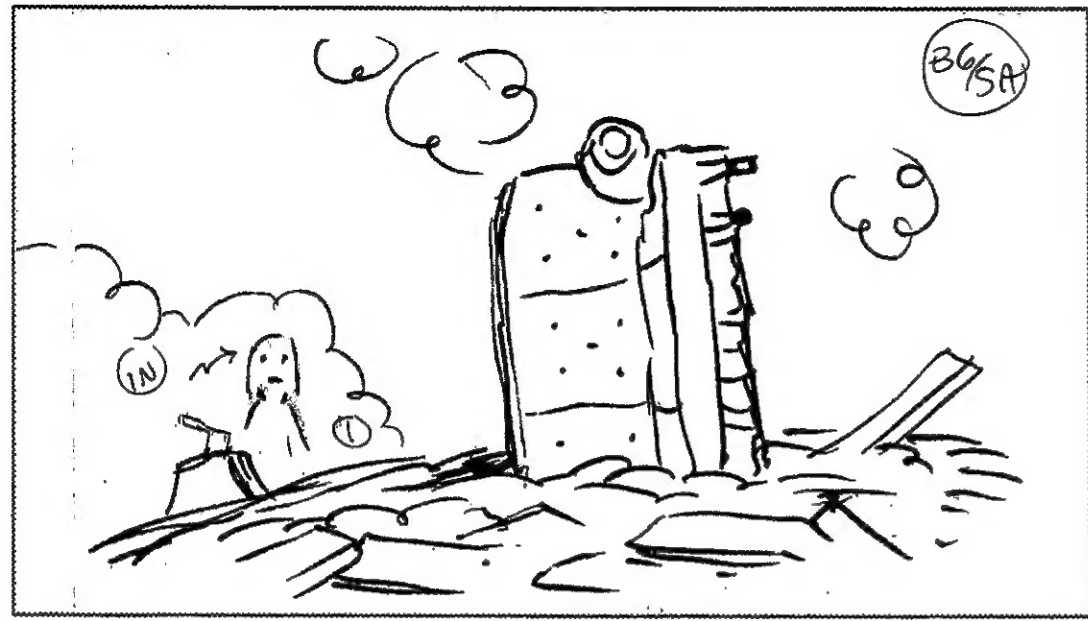
Dialog:	(P.B.) (OS) Finn don't worry about it.
Action:	- dust clouds hover and dissipate.
Timing:	5 6

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Production :

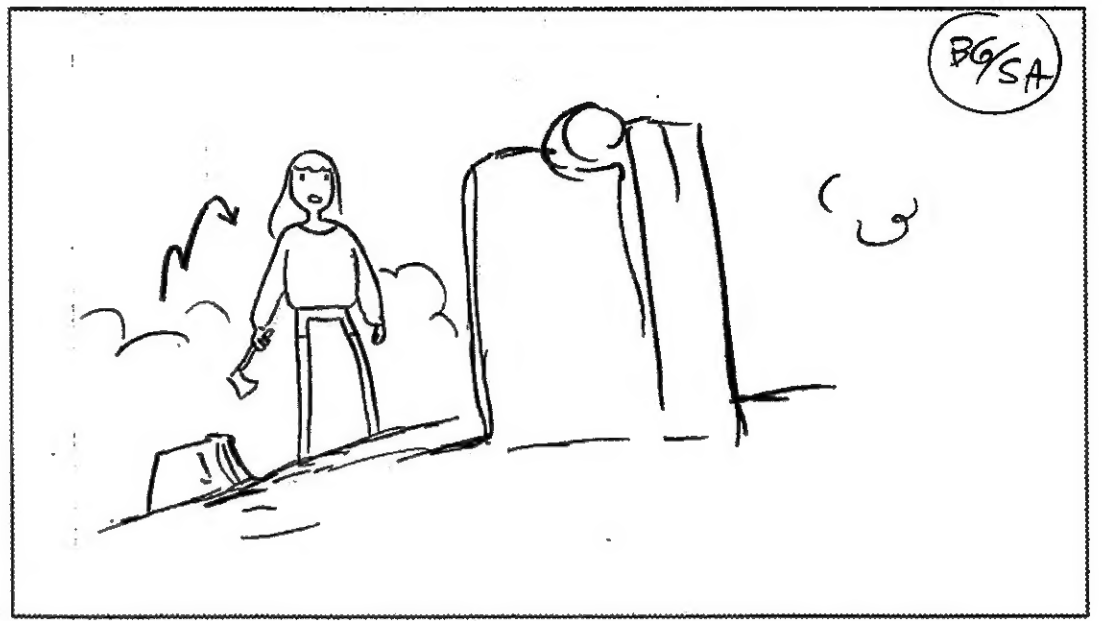
ADVENTURE TIME



Sc. 02 Pnl. B Bg. day night



Sc. 02 Pnl. C Bg. day night



Dialog:

(PB:) We've got bigger fish to fry right now.

Action:



Timing:

- PB walks through dust cloud, grabbing hatchet from stump (which gives resistance) along the way.

7

8

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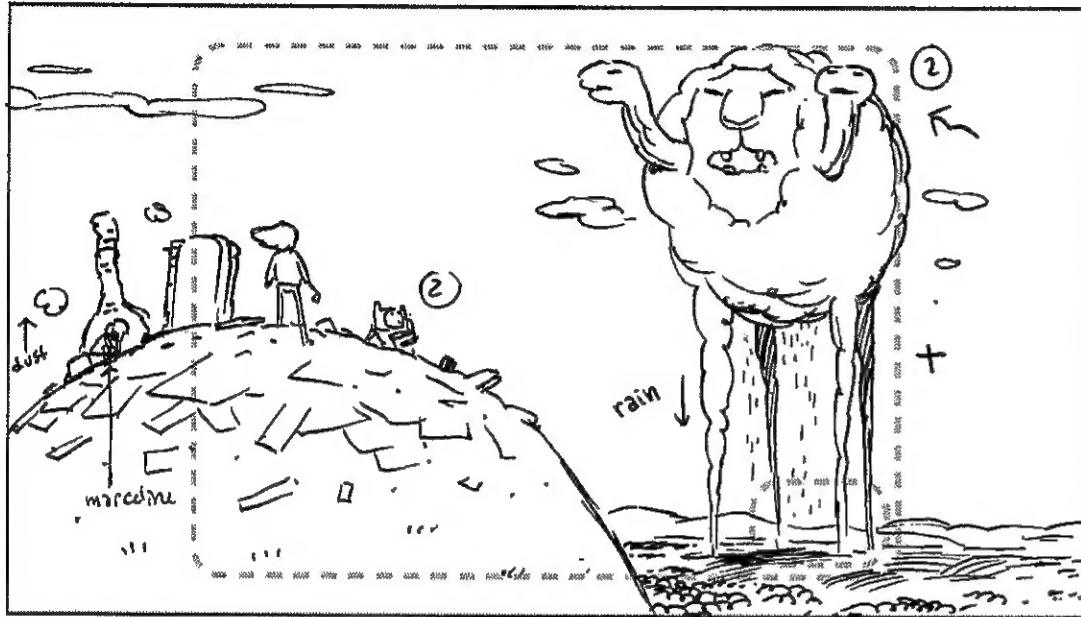
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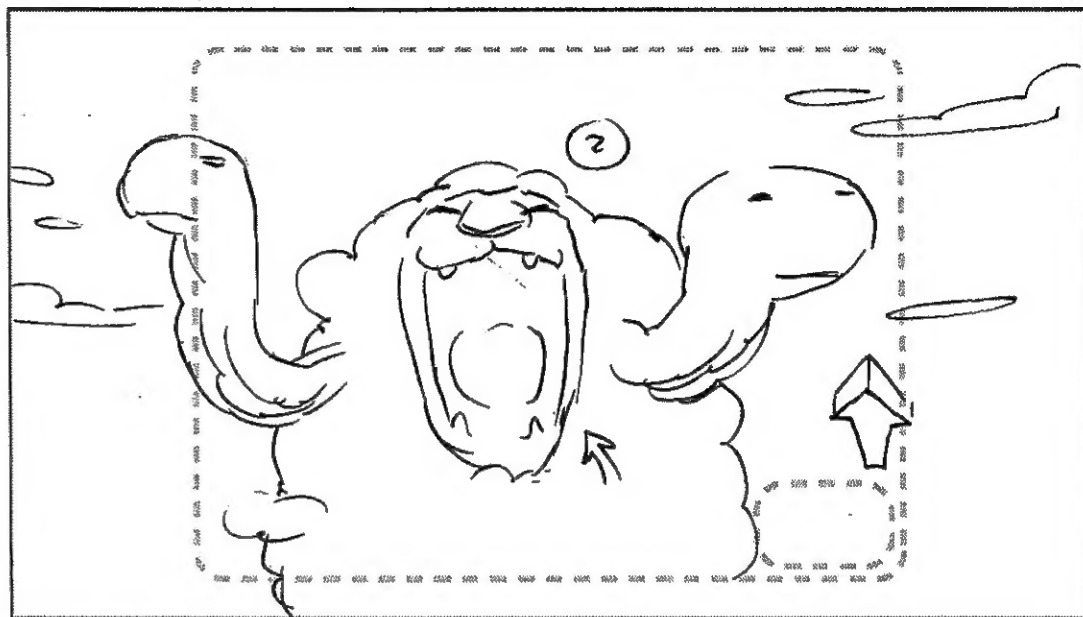


Page 05

Sc. 03 Pnl. A Bg. day night



Sc. 04 Pnl. A Bg. day night



Dialog: ESSENCE: * pre-roar grumble *

- Essence works forward

Action:

Timing:



9



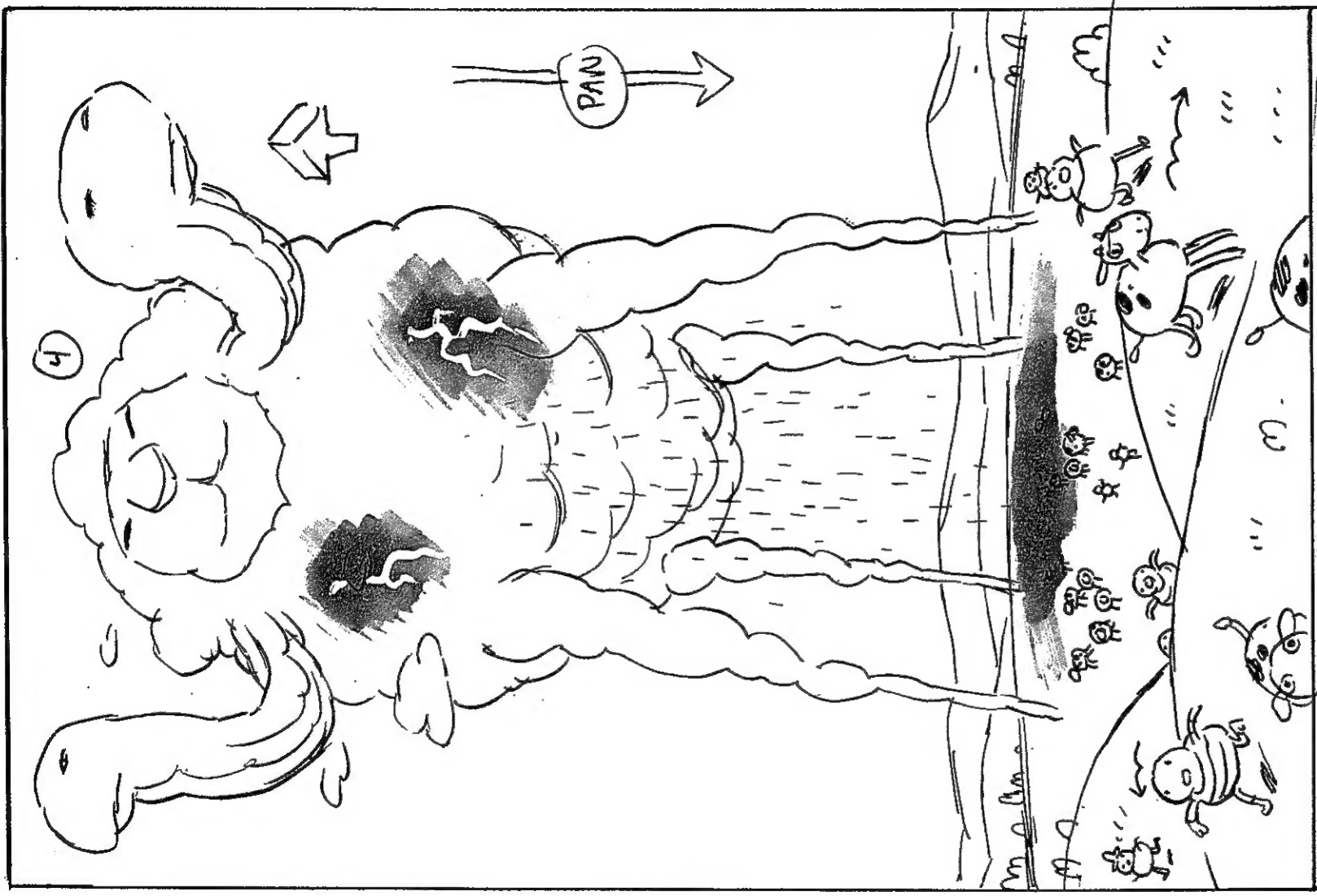
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EPISODE #

Production :

Sc. 4 pn1 B



-cows and farmers flee Essence
-rain pours down from Essence's belly.

12

Pg. 6

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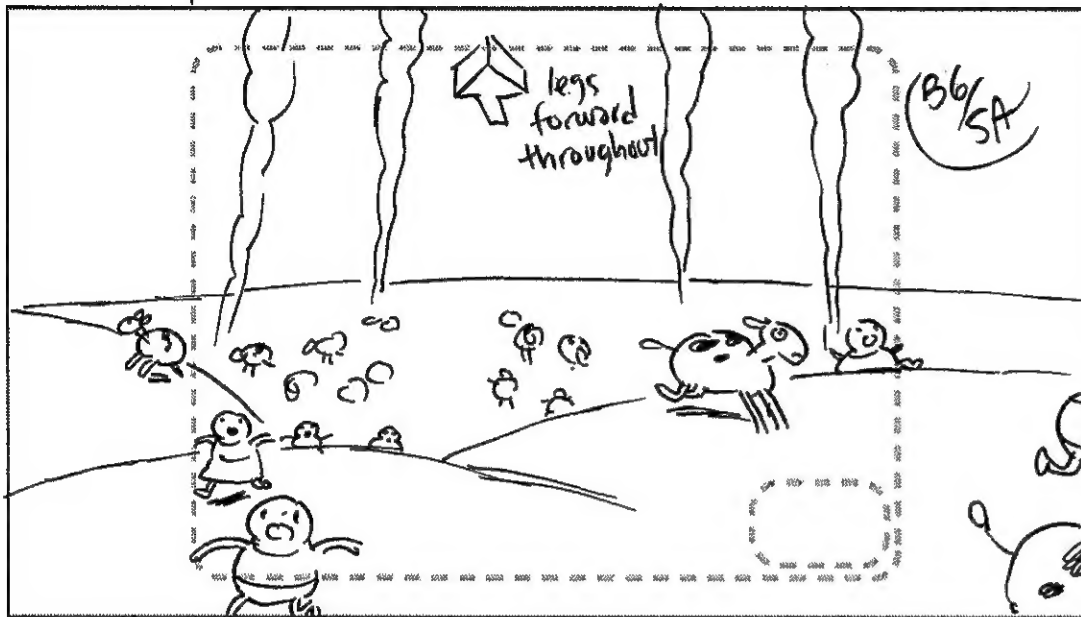
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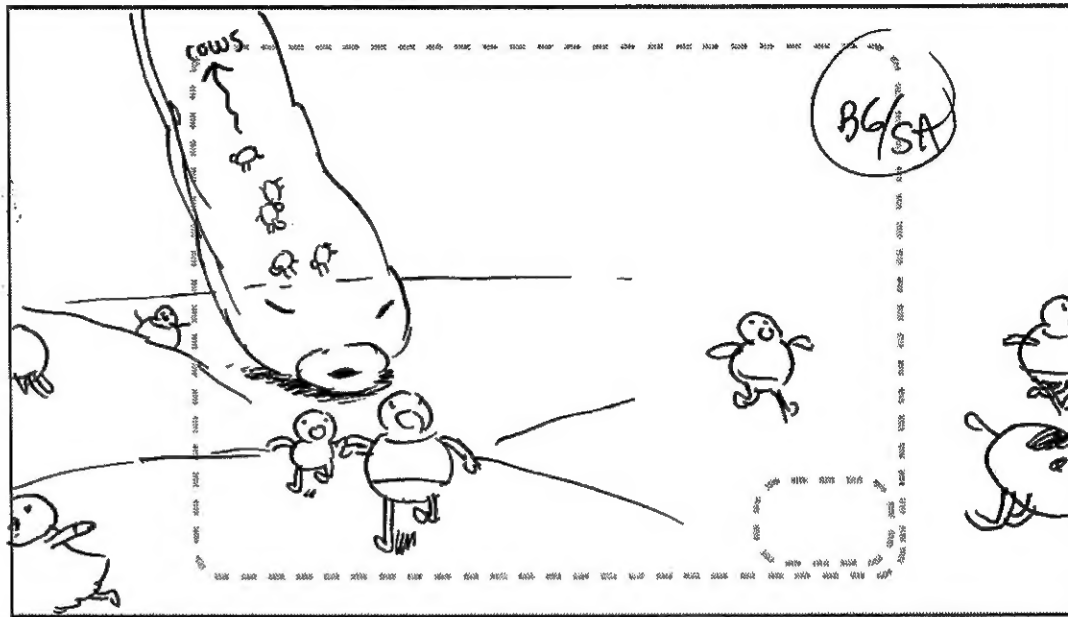


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Sc. 4 Pnl. C Bg. day night



Sc. 4 Pnl. D Bg. day night



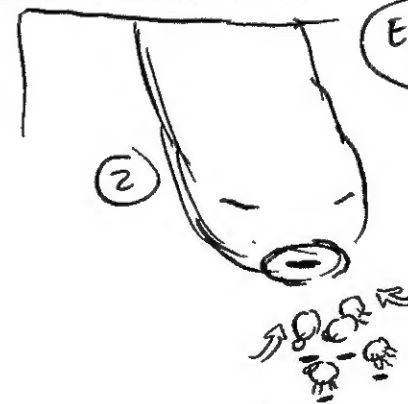
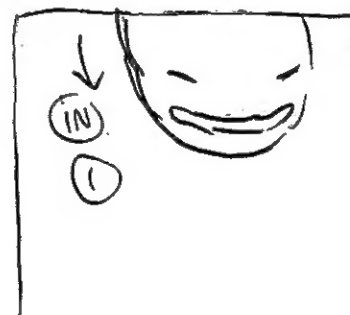
Dialog: FARMERS. + COWS *PANIC WALLA *

Action:

Timing:

13

- Essence eels suck up cows & farmers



14

SSUCK!

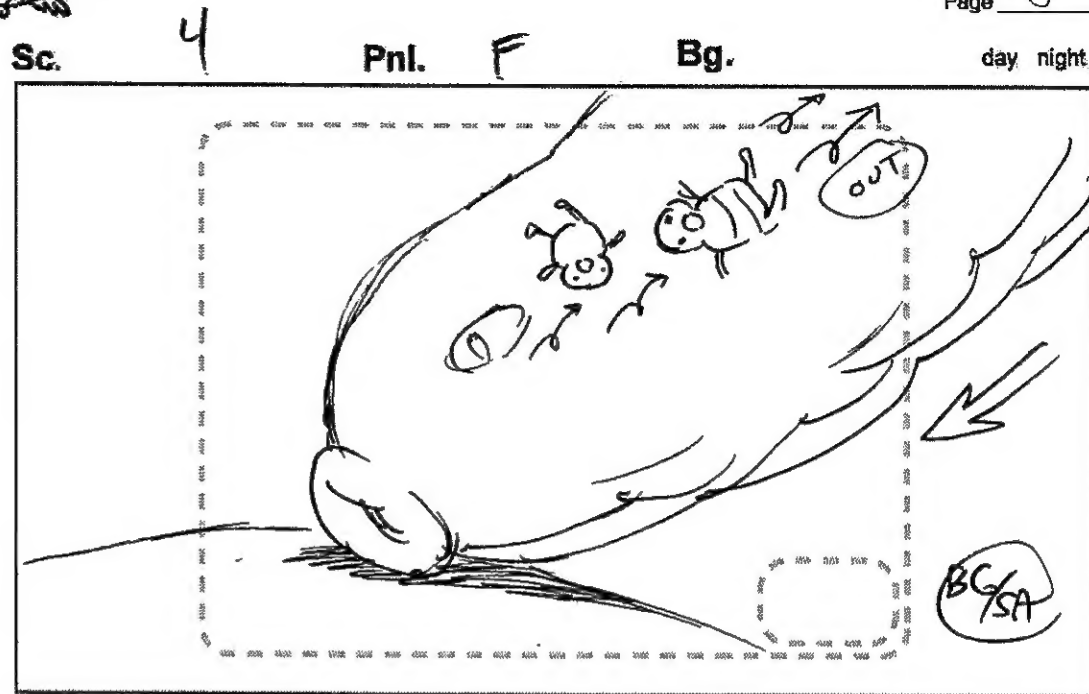
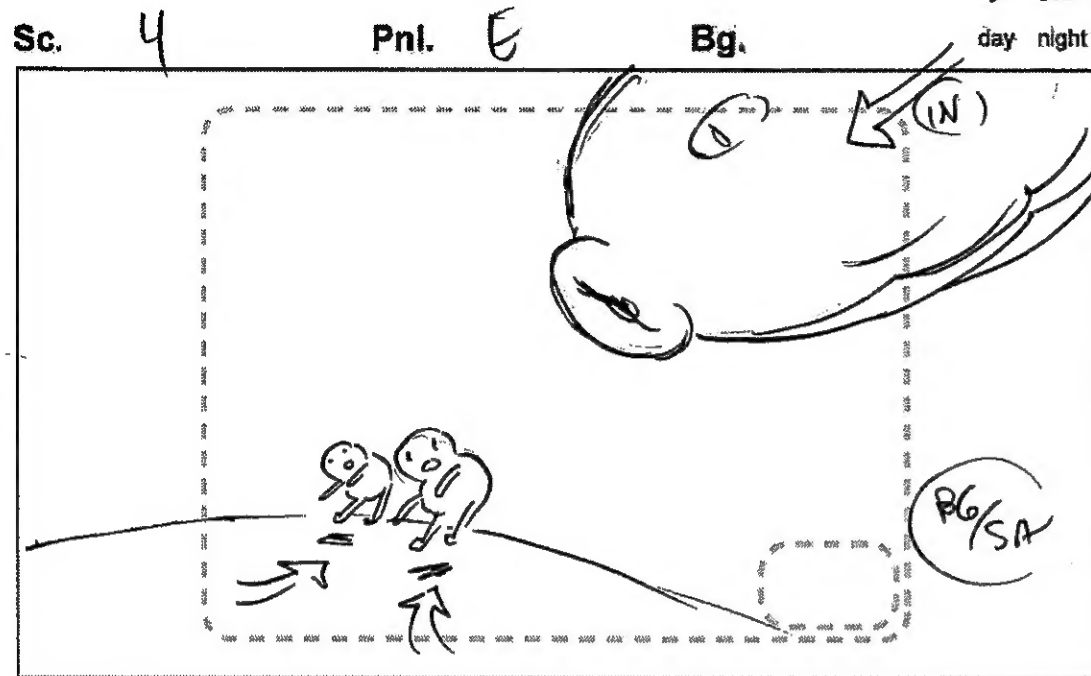
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Production :

ADVENTURE TIME



Page 8



Dialog:

ESSENCE.
EEL * SSUCCCKK! *

Action:

-ANOTHER EEL HEAD LOWERS ON/S.

Timing:

15

16

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Production :

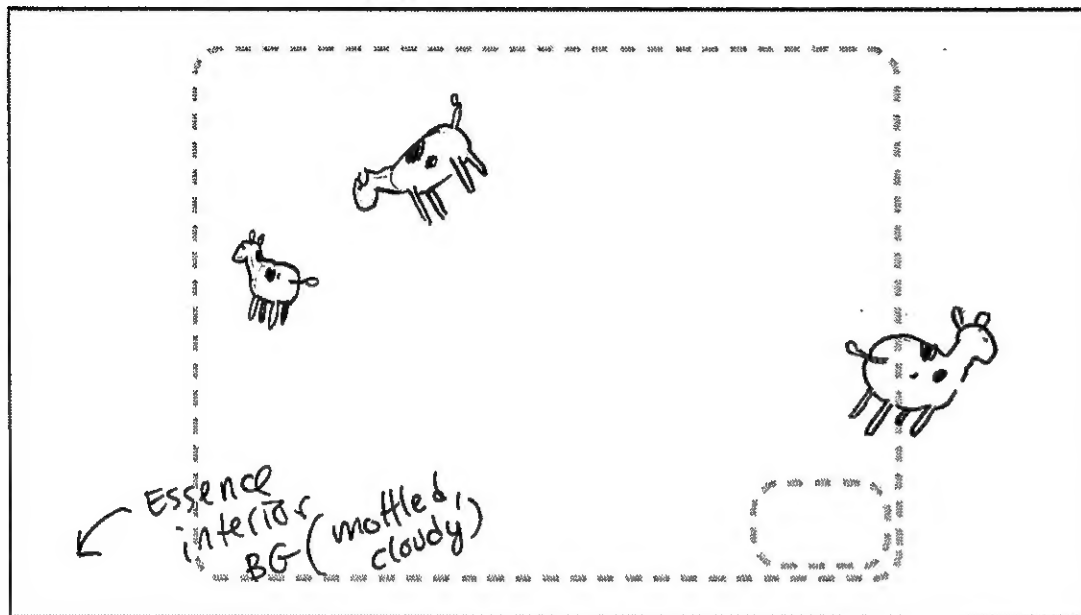
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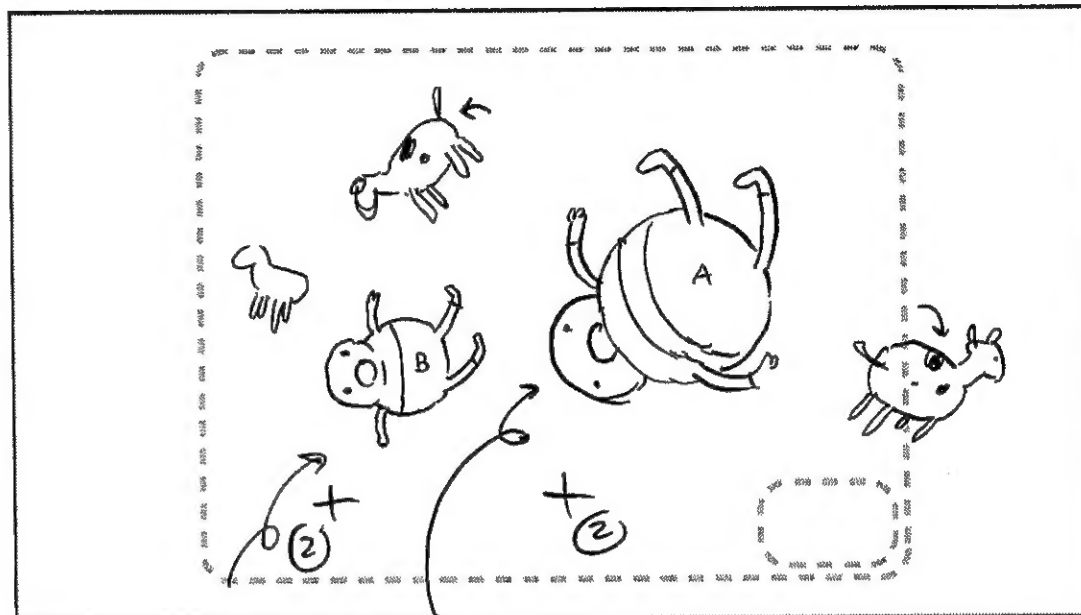


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Sc. 5 Pnl. A Bg. day night



Sc. 5 Pnl. B Bg. day night

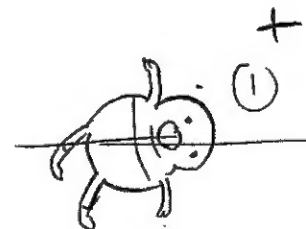
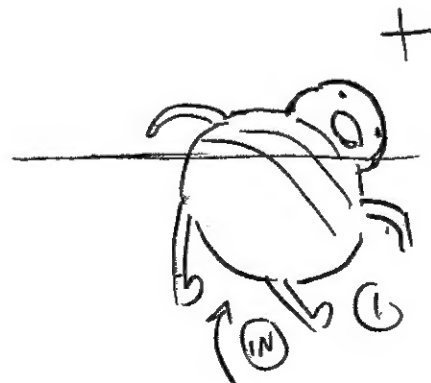


Dialog:

Action:

Timing:

17



-Farmer (A) in first
-Farmer (B) in a split-second later

18

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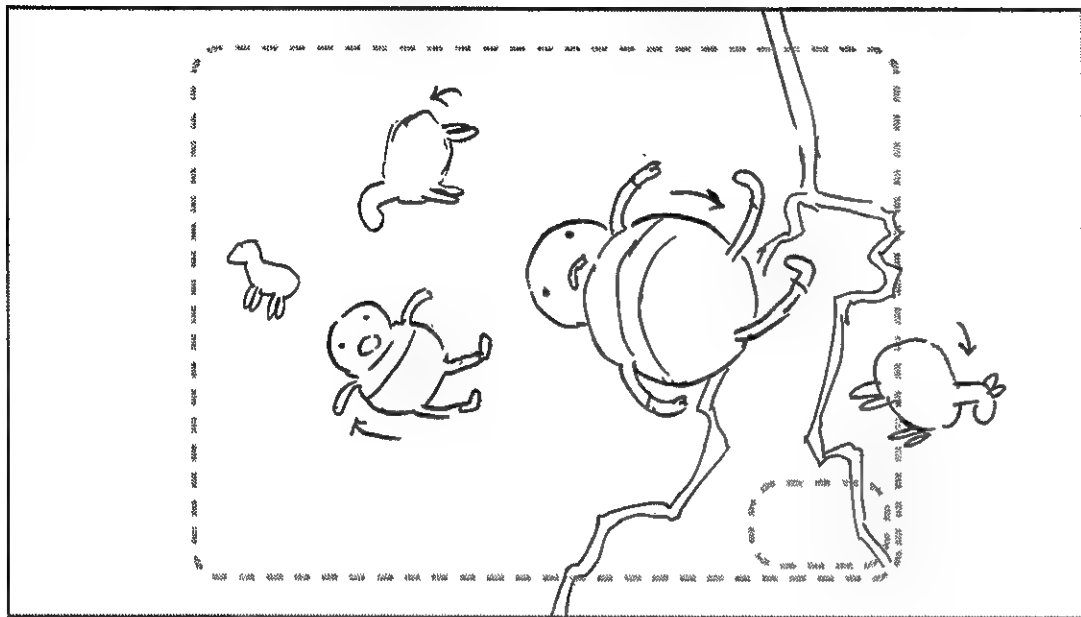
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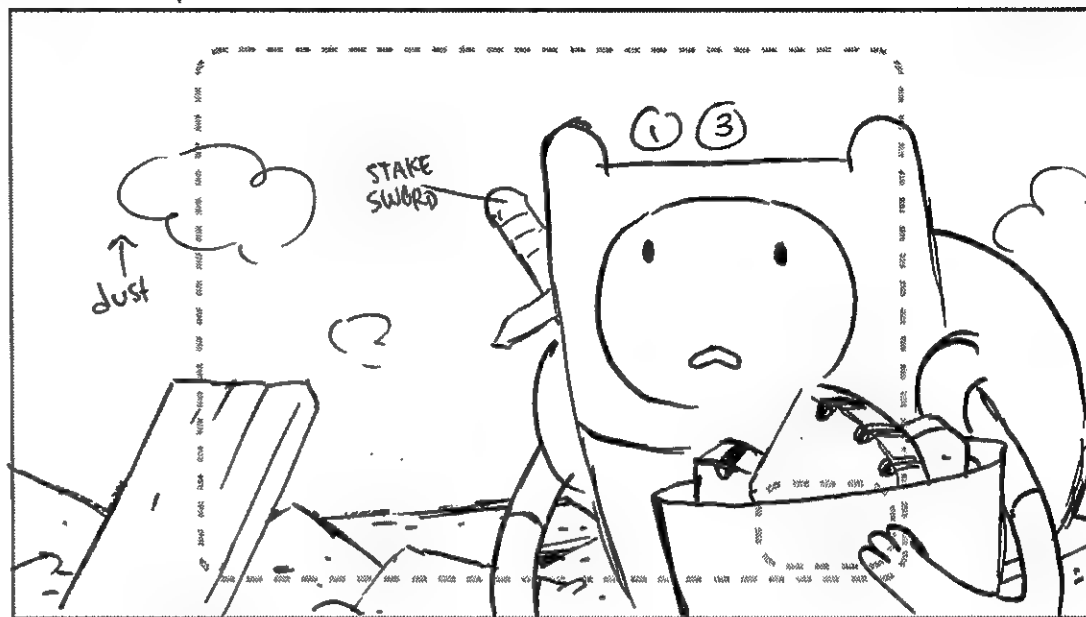


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Sc. 5 Pnl. C Bg. day night



Sc. 6 Pnl. A Bg. day night



Dialog:

FINN (3): But...

Action: - Farmers slowly rotate after coming to a stop.
- lightning crashes.

FINN: (1)(2)(3)

Timing:

19

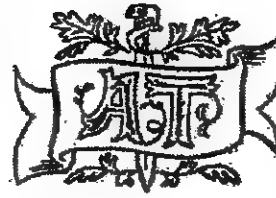


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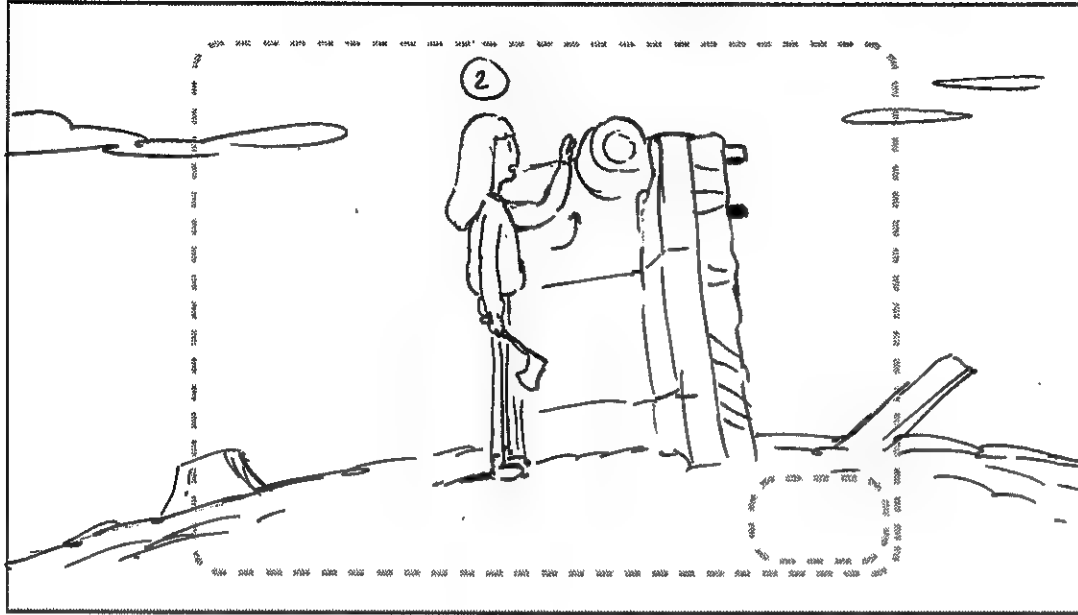
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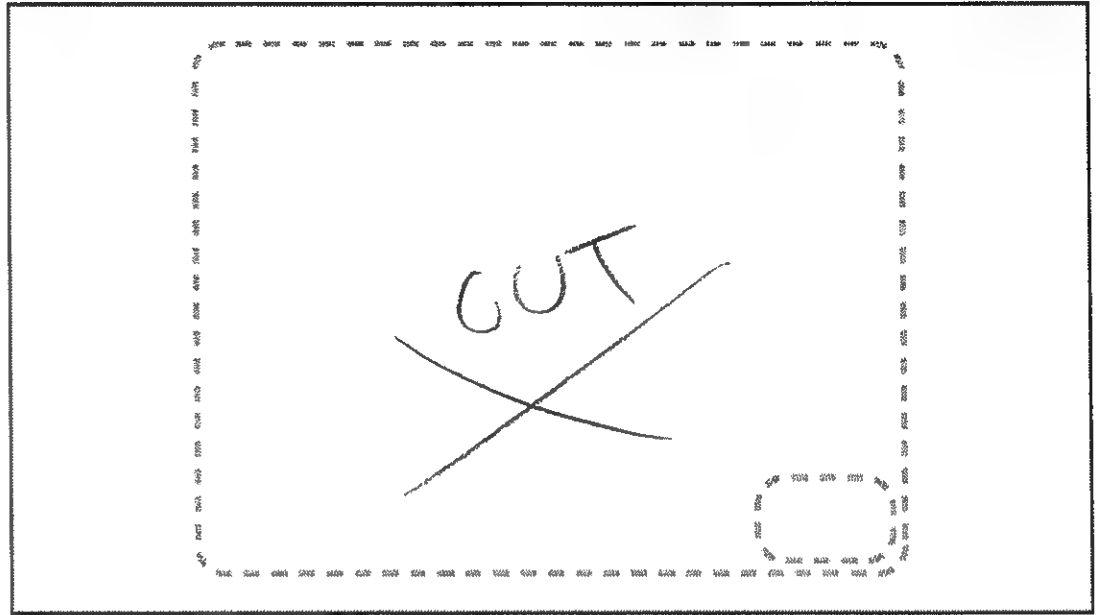


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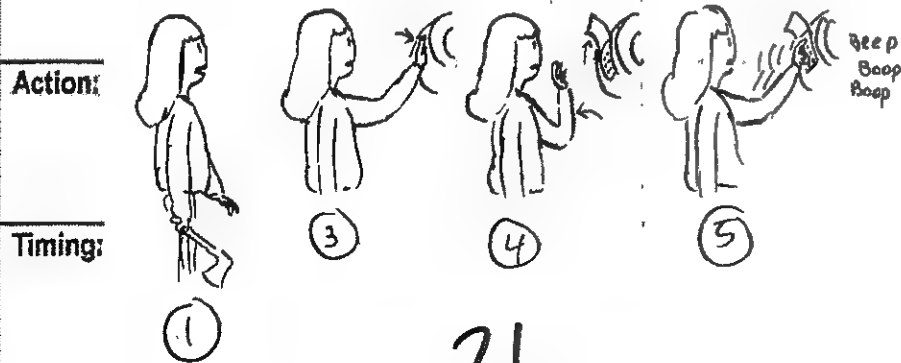
Sc. 7 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: (PB) it's fine- Pep Butt used to love being all scattered around, →



SFX: (5) Beep boop boop boop

- PB opens push-activated hidden control panel on couch arm.

21

22

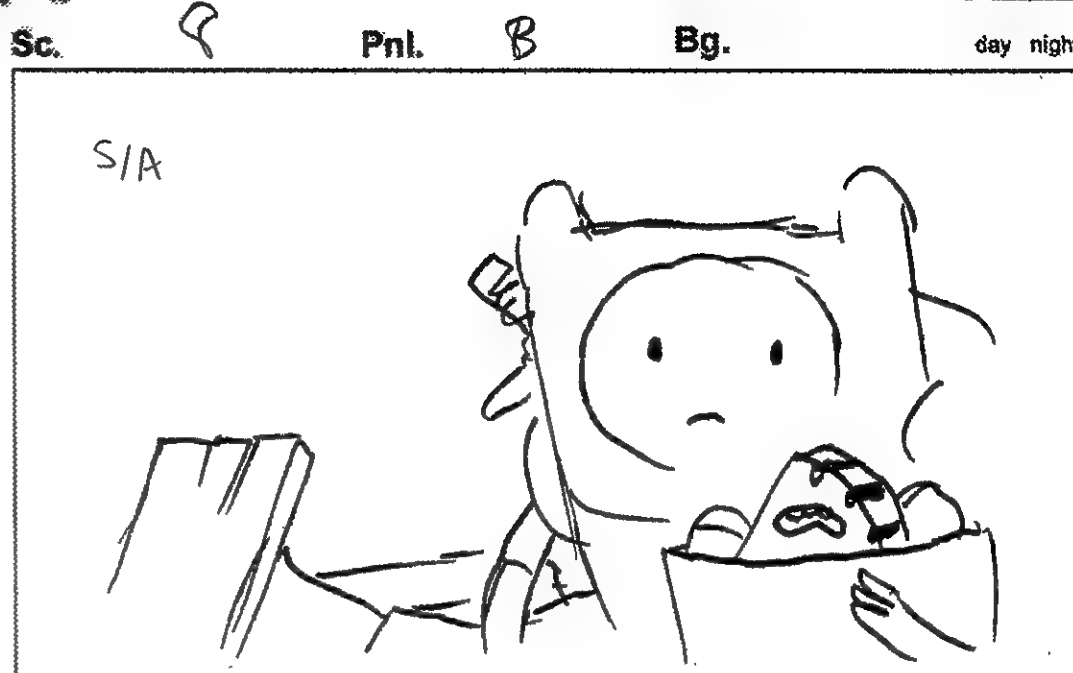
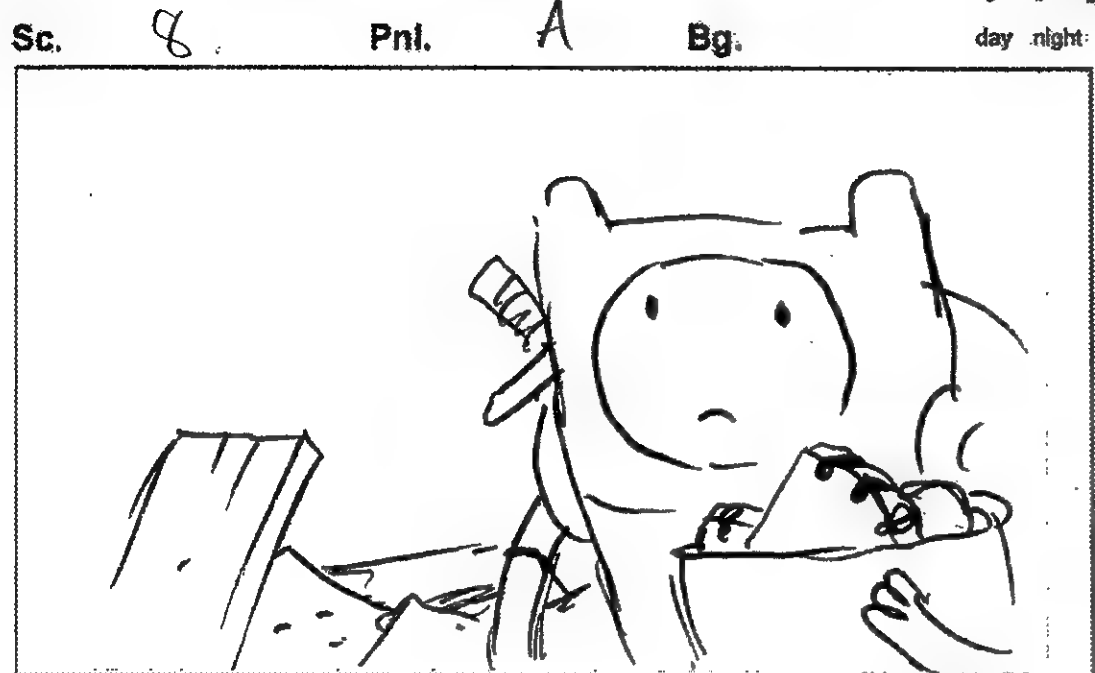
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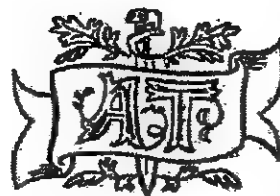


Dialog:	(PB) (OS) → he used to tell me that.	(PEP) LIES!
Action:		-PGP-BUT PIECE FORMS MOUTH,
Timing:	23	24

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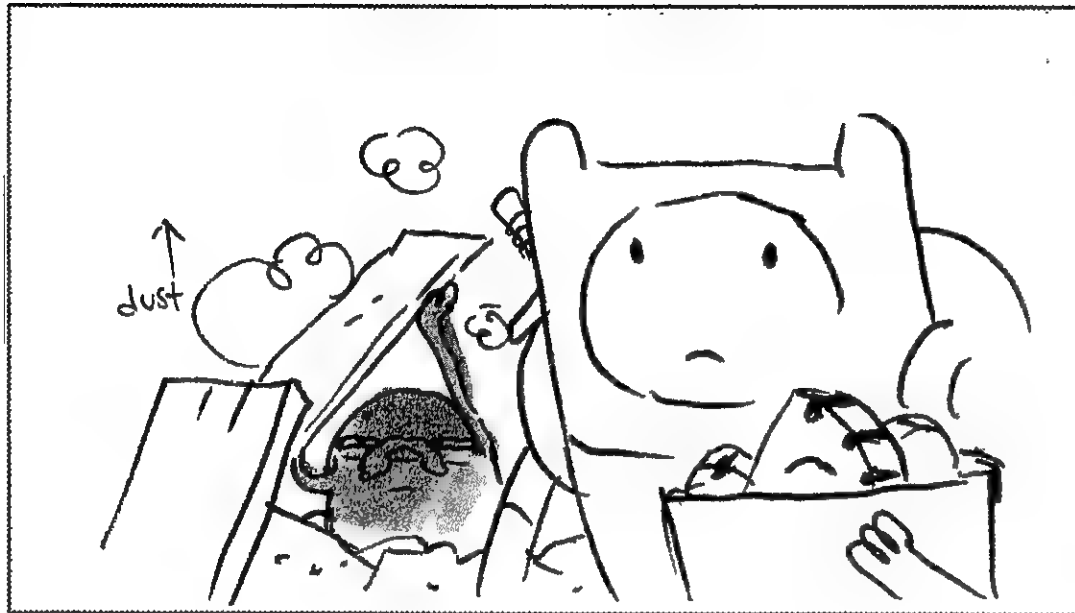
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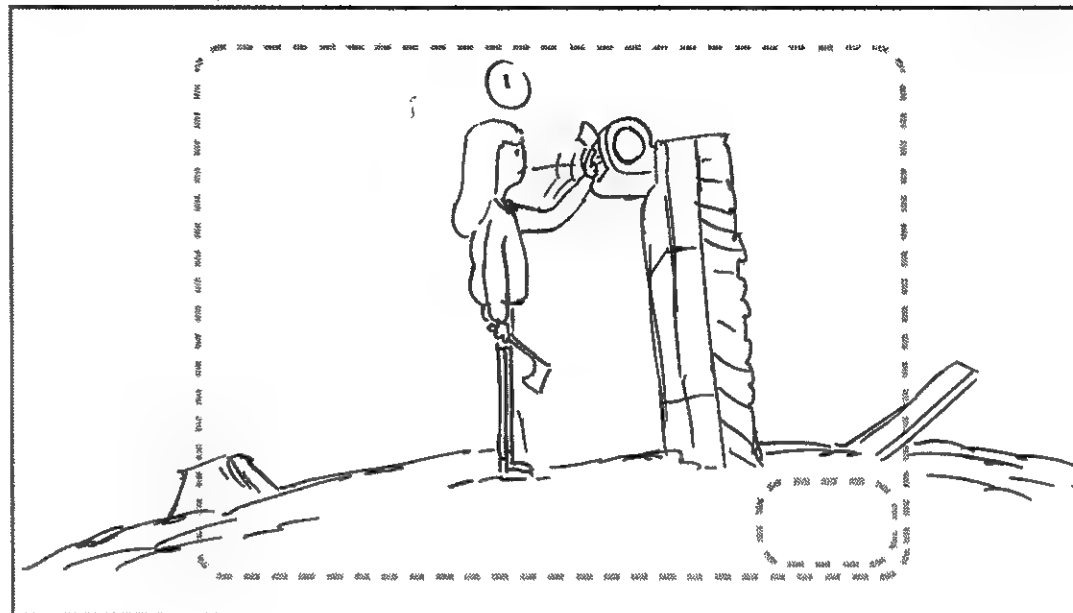


Page 13

Sc. 8 Pnl. C Bg. day night



Sc. 9 Pnl. A Bg. day night



Dialog: (PB) (OS) Those farmers won't keep this thing busy for long -

Action: - Jake emerges from under a board

Timing:

25

SFX: ① Beep boop boop ② *POWER UP GLOW ENGINES* ③ *hatch close*



- PB types on keypad.
- couch arm begins glowing w/ fluorescent motive energy

26

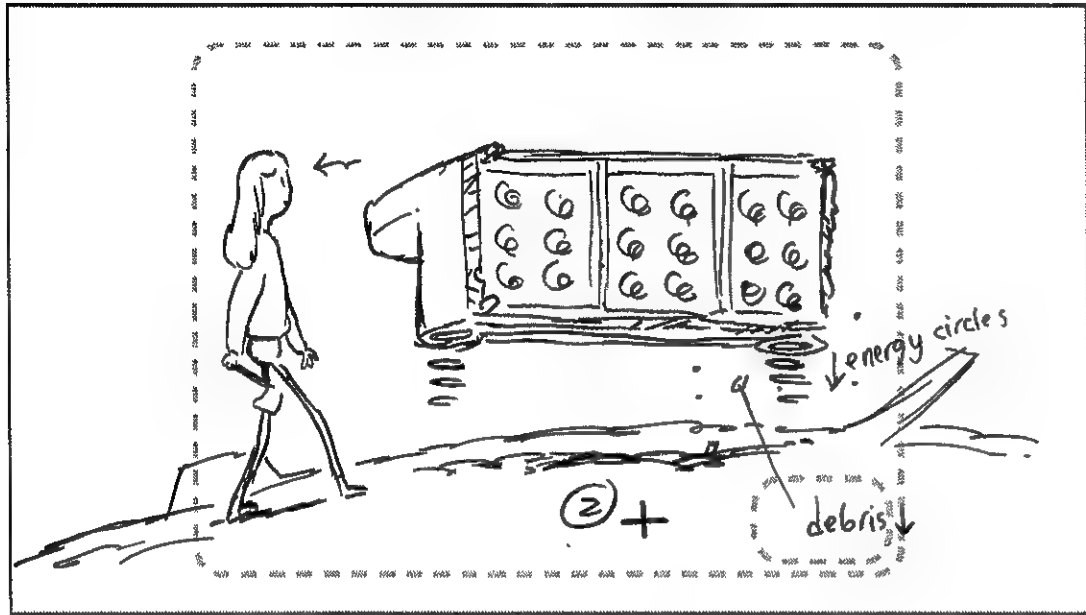
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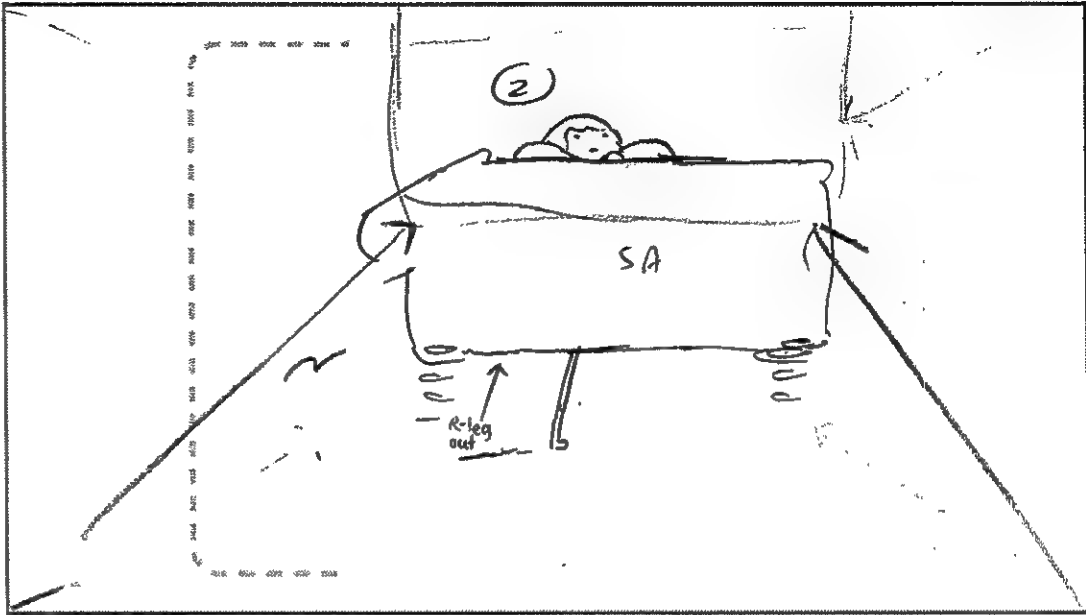
ADVENTURE TIME



Sc. 9 Pnl. B Bg. day night



Sc. 9 Pnl. C Bg. day night



<p>Dialog:</p>			
<p>Action: - Flying couch emerges from debris</p>	<p>27</p>		<p>28</p>
<p>Timing:</p>			

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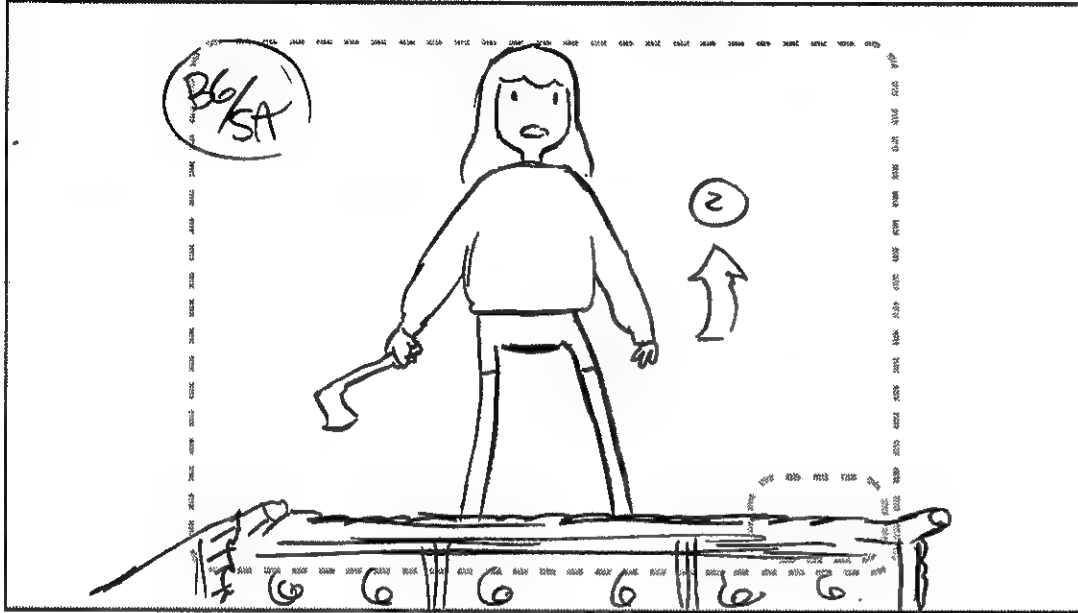
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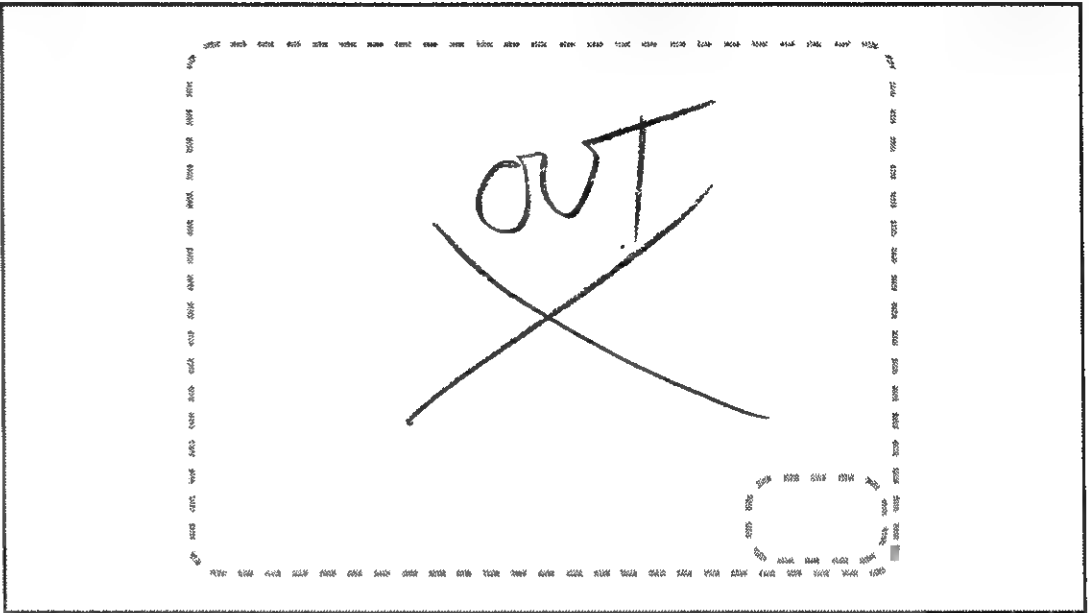
ADVENTURE TIME



Sc. 9 Pnl. 7 Bg. day night



Sc. Pnl. Bg. day night



Dialog: PB: So it's up to the four of us to stop him.

Action:

Timing:

29

30

-PB CLIMBS ONTO FLOATING COUCH.

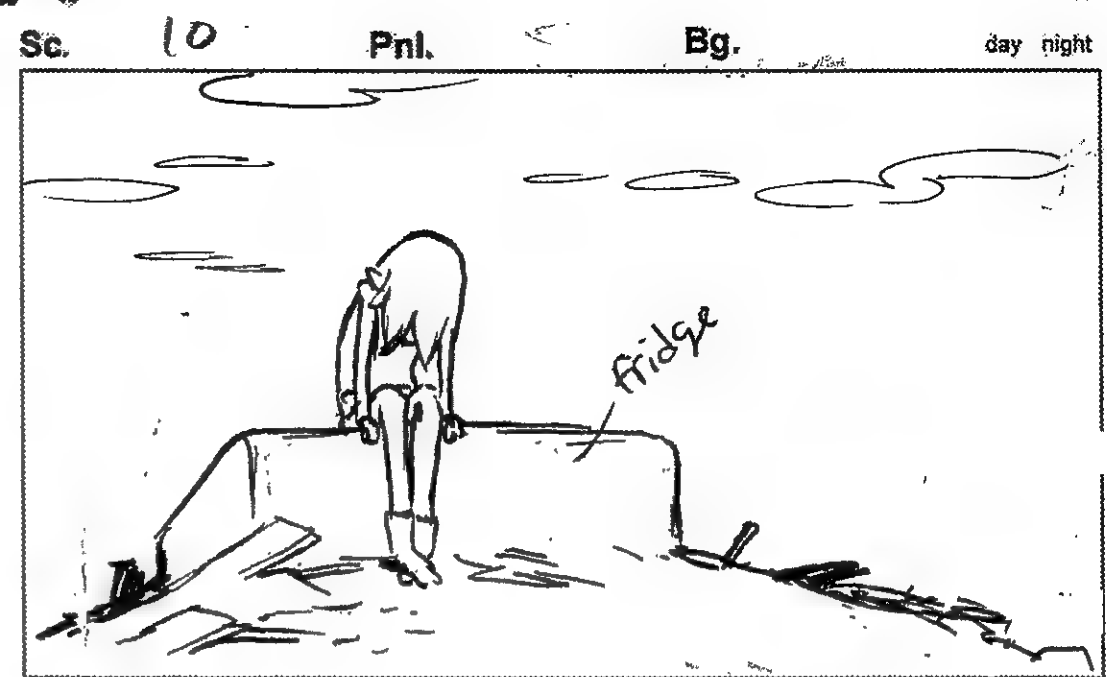
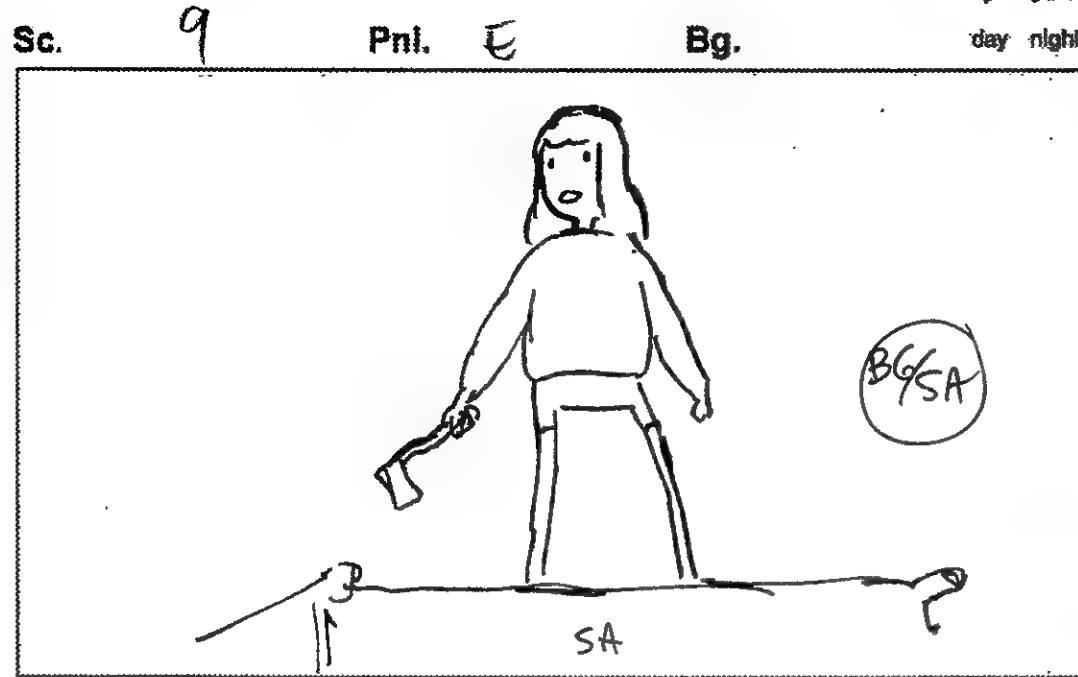
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Production :

ADVENTURE TIME



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Dialog:

(PB) Are you ready Marceline? ...

Action:

☆ (B6) - Same Bg. as Scene 43, but with chimney removed for this scene.

Timing:

31

32

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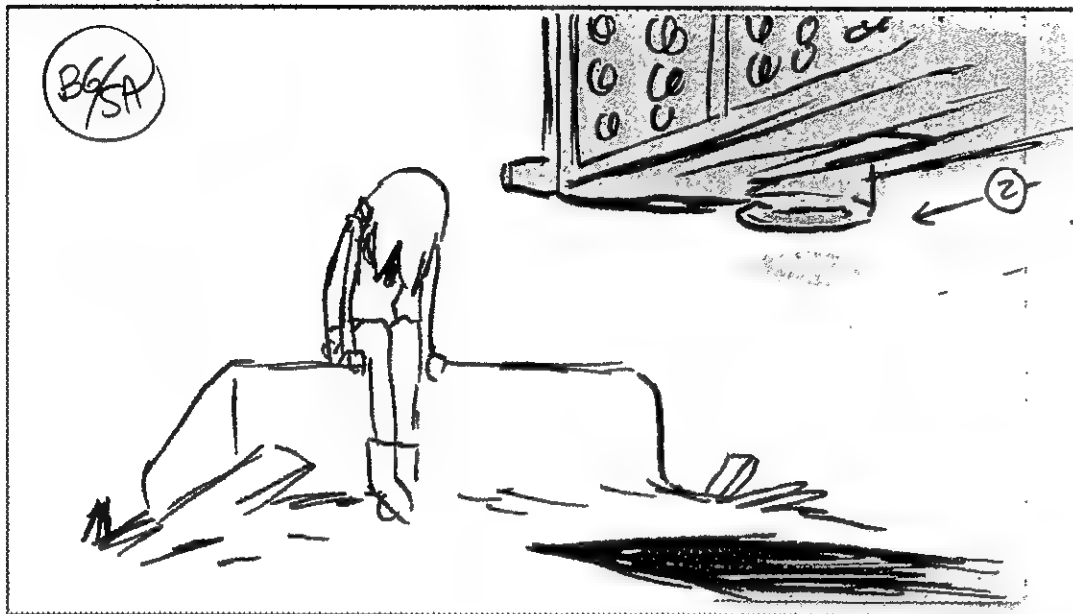
Production :

ADVENTURE TIME



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Sc. 10 Pnl. B Bg. day night



Sc. 11 Pnl. A Bg. day night

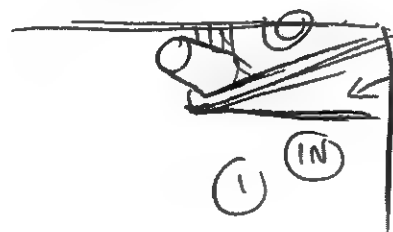


Dialog:

Action: - couch flies toward Marceline.

Timing:

33



(PB) what's wrong?

UA PB has subtle hover motion

34

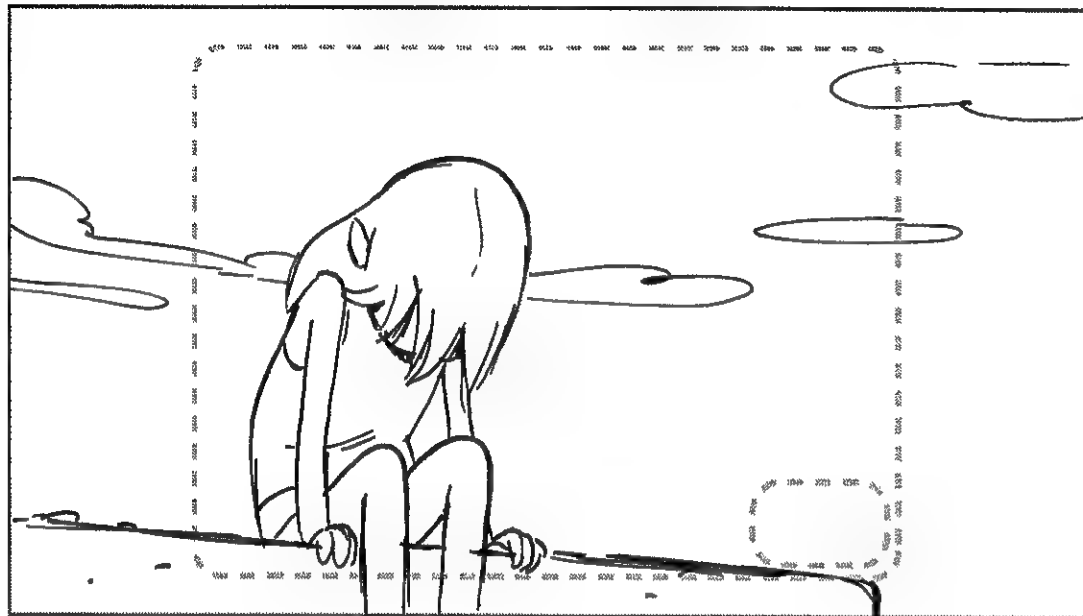
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ADVENTURE TIME



Page 18

Sc. 12 Pnl. A Bg. day night



Sc. 12 Pnl. B Bg. day night



Dialog:

MARCELINE: *SIGH* ...
(quiet:) me I guess...

PB OS What?

Action:

Timing:

35

36

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ADVENTURE TIME



Sc. 12 Pnl. C Bg. day night

Sc. Pnl. Bg. day night

Dialog:	(M) ME .. I'm wrong.
Action:	
Timing:	37 38

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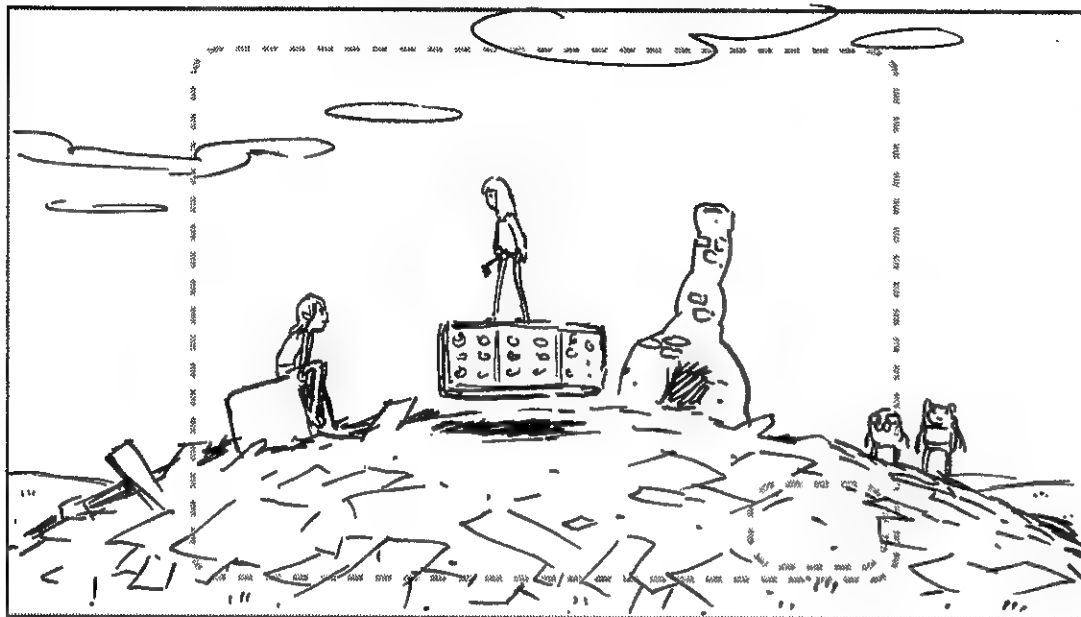
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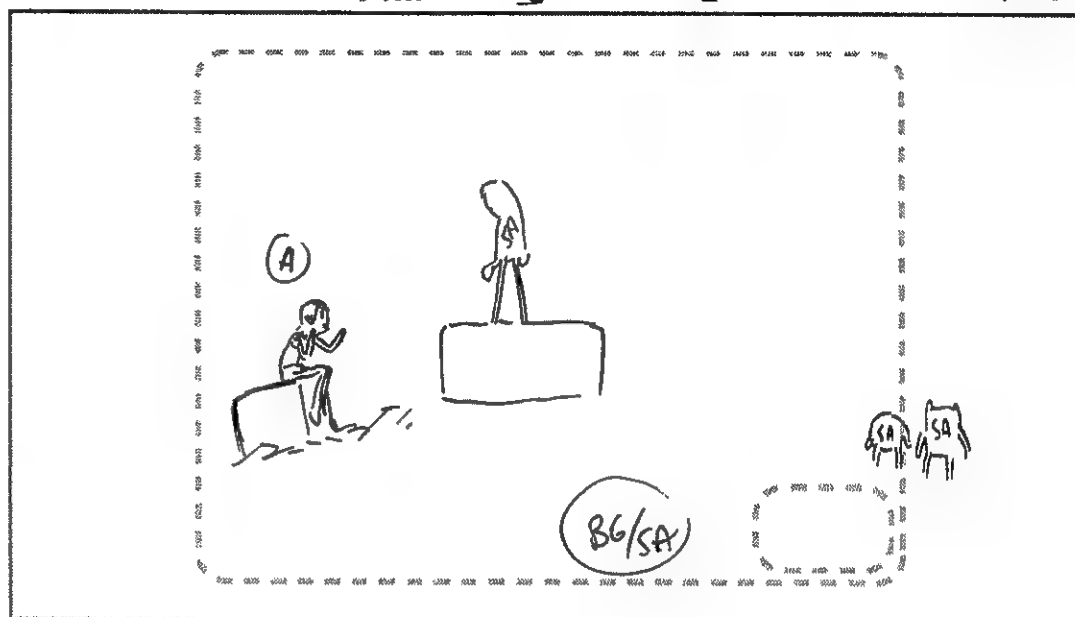


Page 20

Sc. 13 Pnl. A Bg. day night



Sc. 13 Pnl. B Bg. day night



Dialog: (PB:) what? How?
(concerned)

(M) (A) This!
(B) All of this!
(A) This is all my fault.

Action:

(B) (C)

(M: A B A C)

Timing:

39

40

EPISODE# 1034-219

Production :

ADVENTURE TIME



Page 21

Sc. 14 Pnl. A Bg. day night



Sc. 14 Pnl. B Bg. day night



Dialog:	(M) Even just fighting the vampires in the first place	(M) → it screwed everything up...
Action:	Marceline shakes head ruefully while speaking — C B A B C	
Timing:		



41

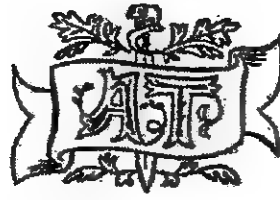
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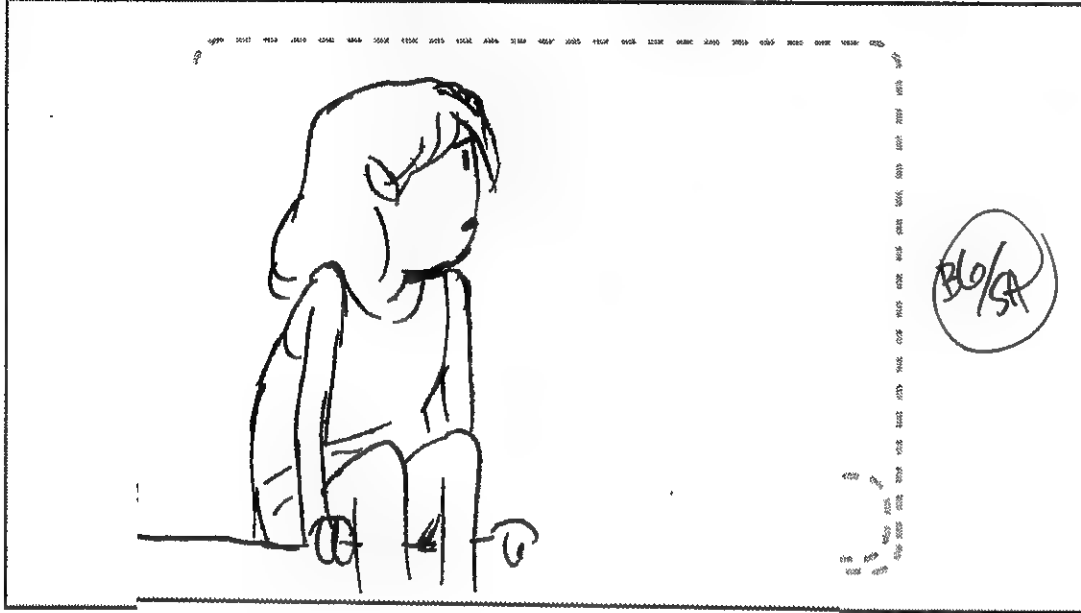
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ADVENTURE TIME



Page 22

Sc. 14 Pnl. C Bg. day night



Sc. 14 Pnl. D Bg. day night



Dialog:

(M) Sure screwed ME up
anyway

Action:

(M) And then, Geez Louise,
trying to fix
it -

Timing:

43

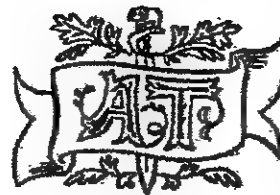
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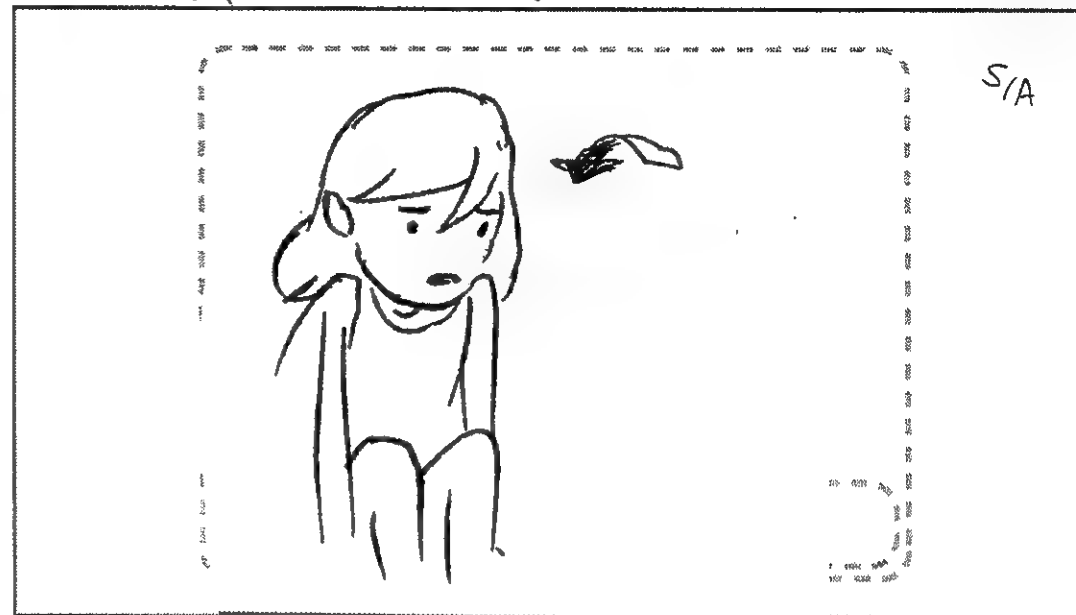


Page 23

Sc. 14 Pnl. E Bg. day night



Sc. 14 Pnl. F Bg. day night



Dialog: (M) trying to fix ME,

(M) just made things
a thousand times
worse.

Action:

Timing:

45

46

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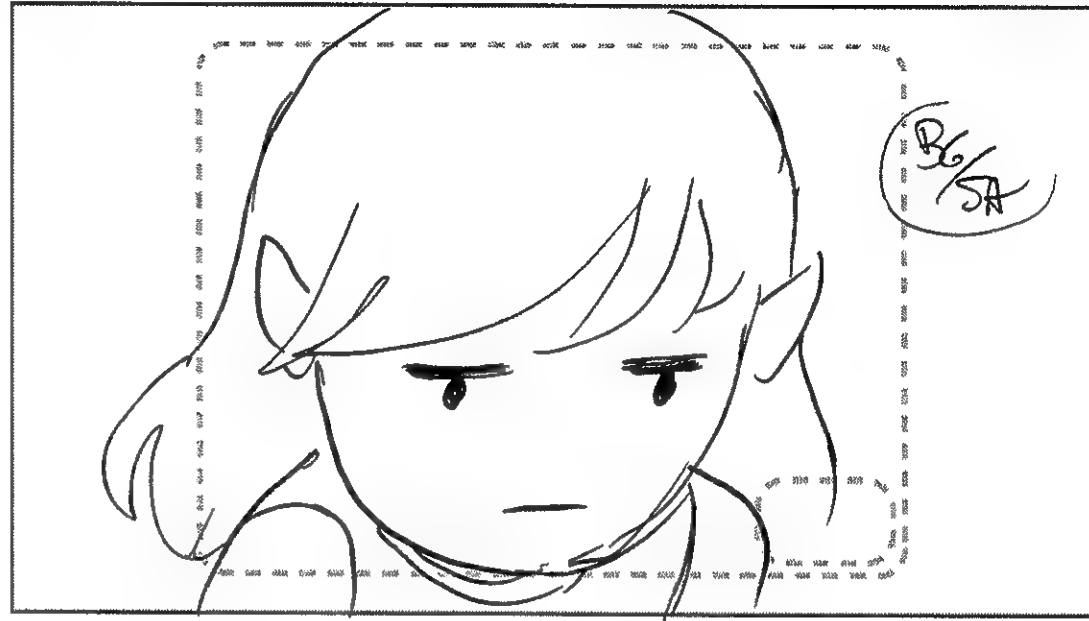


Page 24

Sc. 15 Pnl. A Bg. day night



Sc. 15 Pnl. B Bg. day night



Dialog:

(M) So why even try, y'know?
What's the point?

(PB) (OS) What, →

Action:

Timing:

47

48

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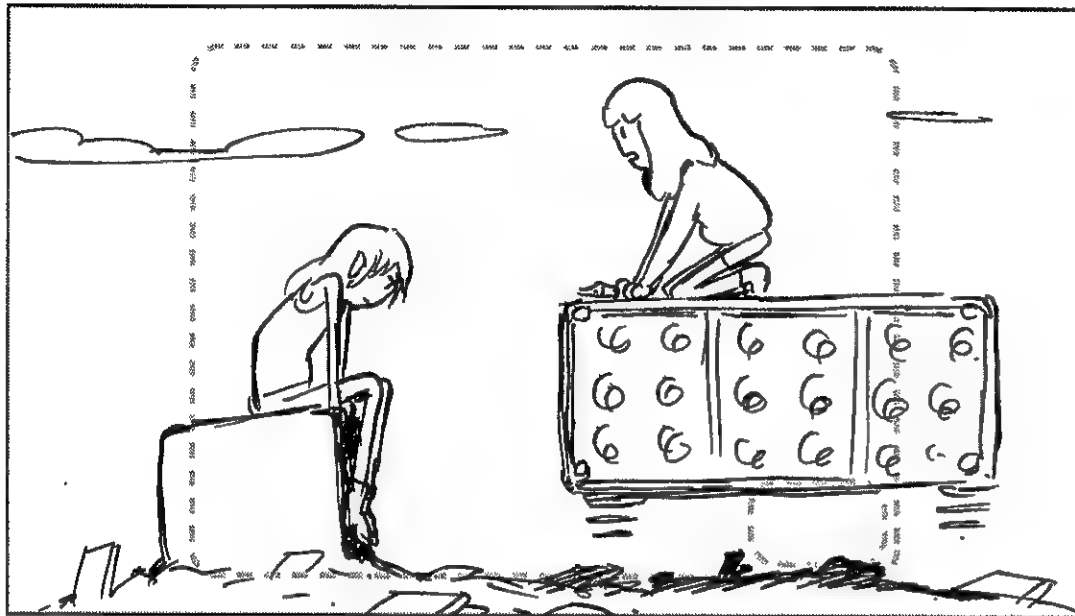
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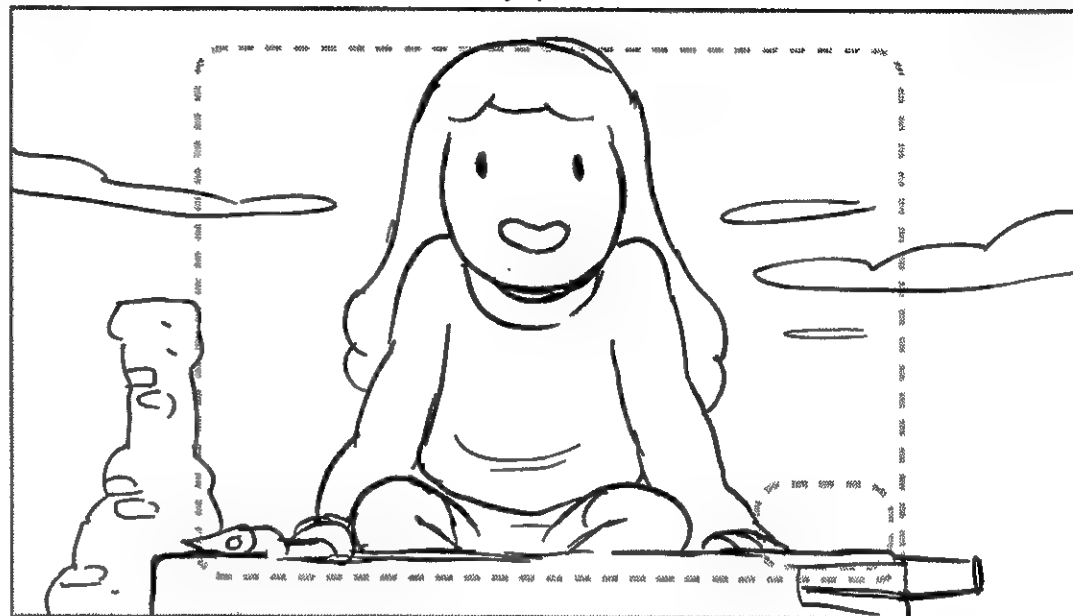


Page 25

Sc. 16 Pnl. A Bg. day night



Sc. 17 Pnl. A Bg. day night



Dialog: (PB)(cont.) → Marceline, no - c'mon.

(PB) We're always the underdogs,
you & me, →

Action:

Timing:

49

50

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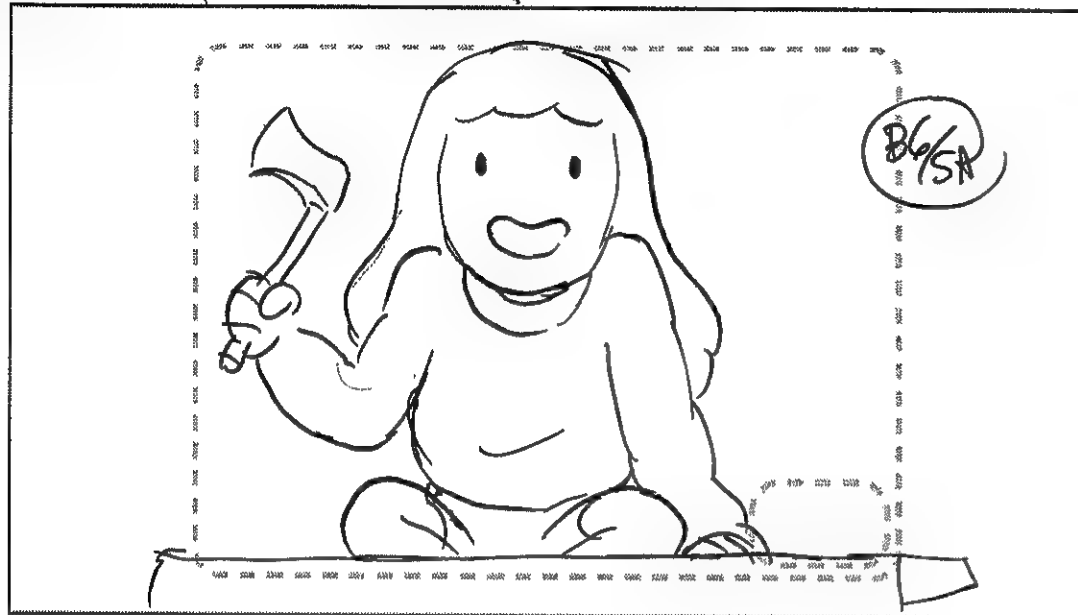
Production :

ADVENTURE TIME



Page 26

Sc. 17 Pnl. B Bg. day night



Sc. 18 Pnl. A Bg. day night



Dialog: (PB) (cont) → and we always pull through - ALWAYS.

(PB) (os): Like that one time, you remember? "The Case of the Purloined Egg"?

Action:

Timing:

51

52

1034-219

EPISODE #

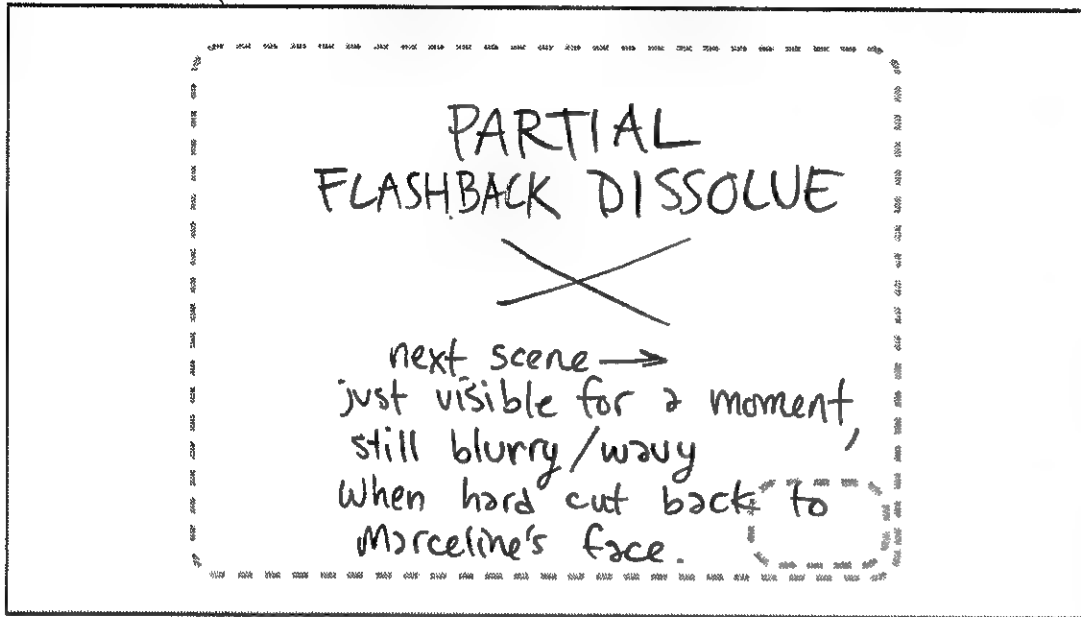
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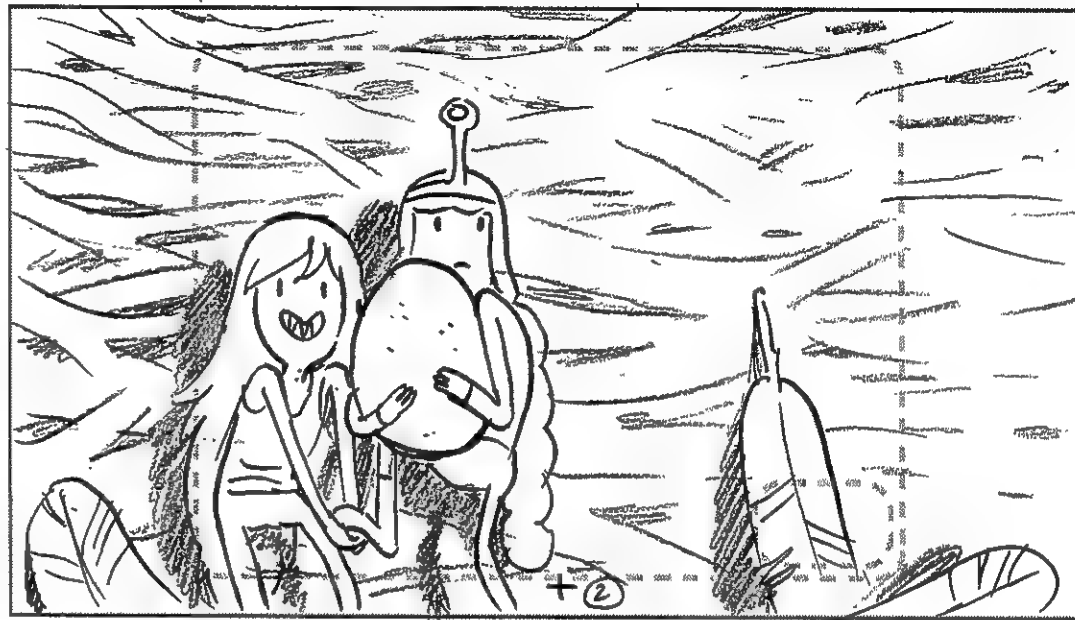


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Sc. 19 Pnl. A Bg. day night



Sc. 19 Pnl. B Bg. day night



Dialog: SFX: FLASHBACK HARP GLISSANDO

Action:

Timing:

53



MARCELINE (V.O.) (interrupting glissando):
NO!

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Production :

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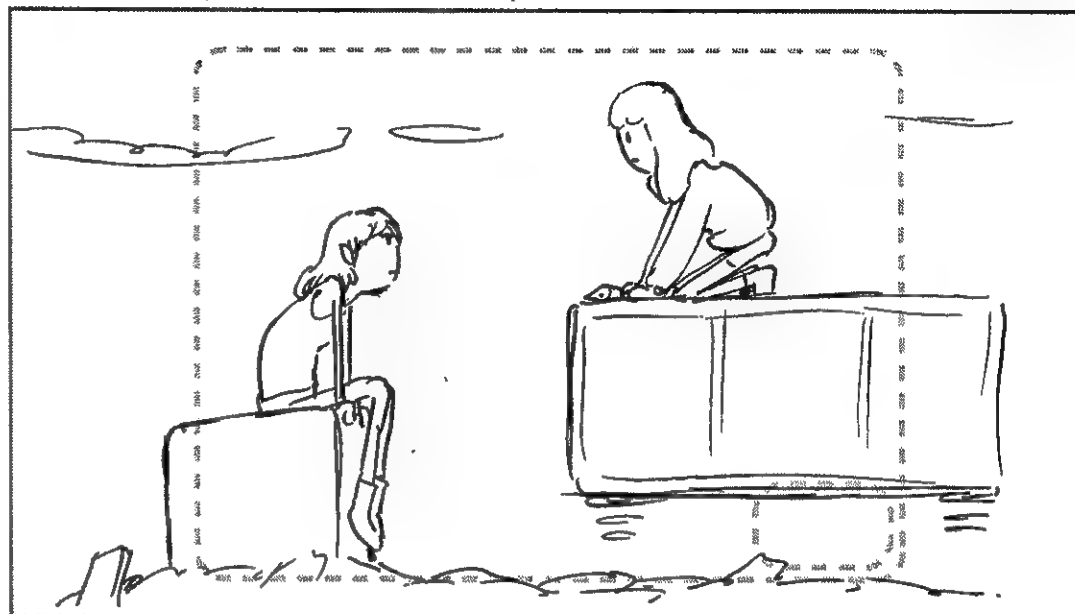


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Sc. 20 Pnl. A Bg. day night



Sc. 21 Pnl. A Bg. day night



Dialog:	- BEAT -
Action:	
Timing:	SS 5b

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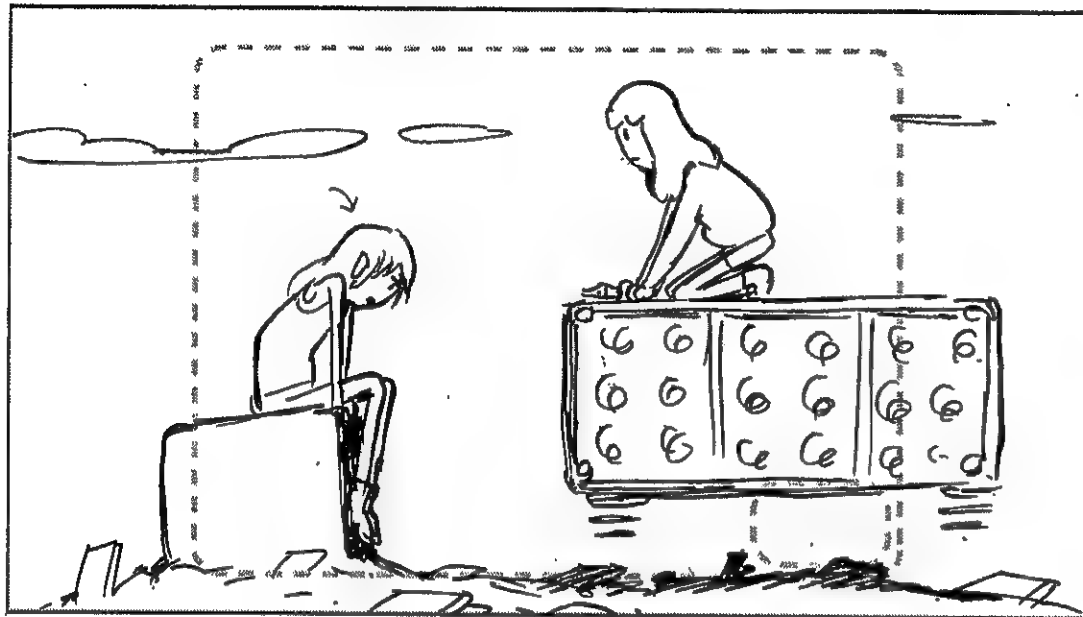
Production :

ADVENTURE TIME

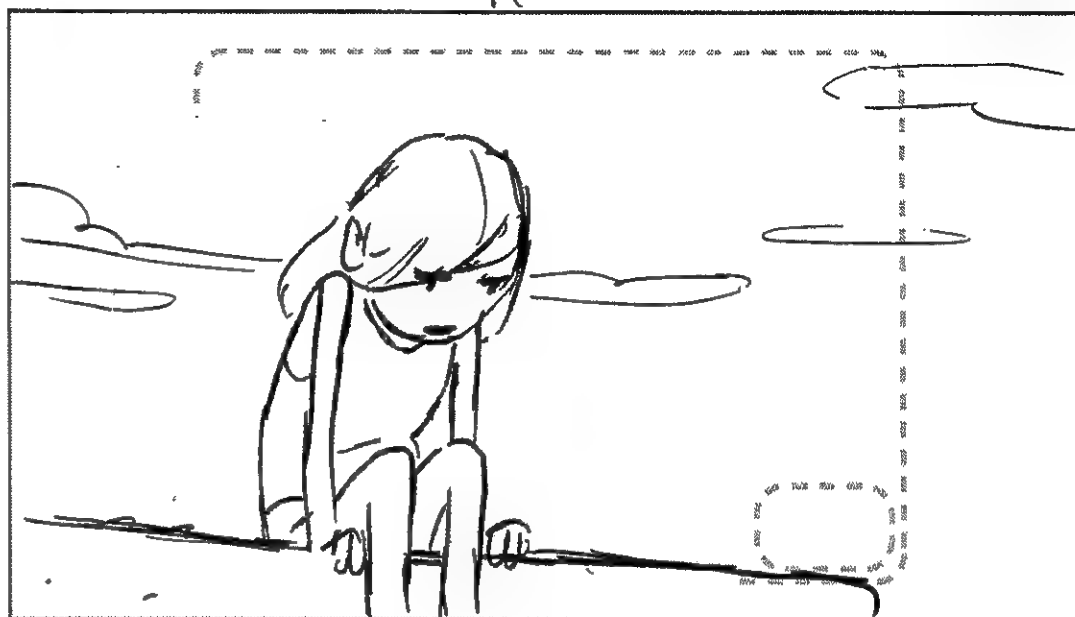


Page 29

Sc. 21 Pnl. B Bg. day night



Sc. 22 Pnl. A Bg. day night



Dialog:

(M:) I told you -
that's it...

(M:) I'm done.

Action:

Timing:

57

58

EPISODE # 1034-219

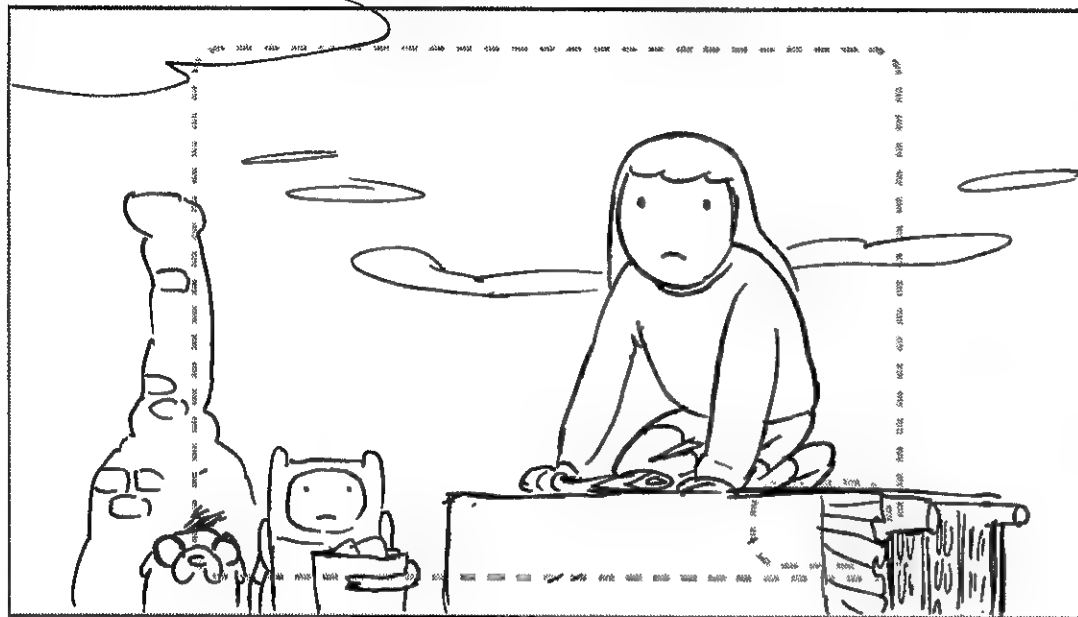
Production :

ADVENTURE TIME

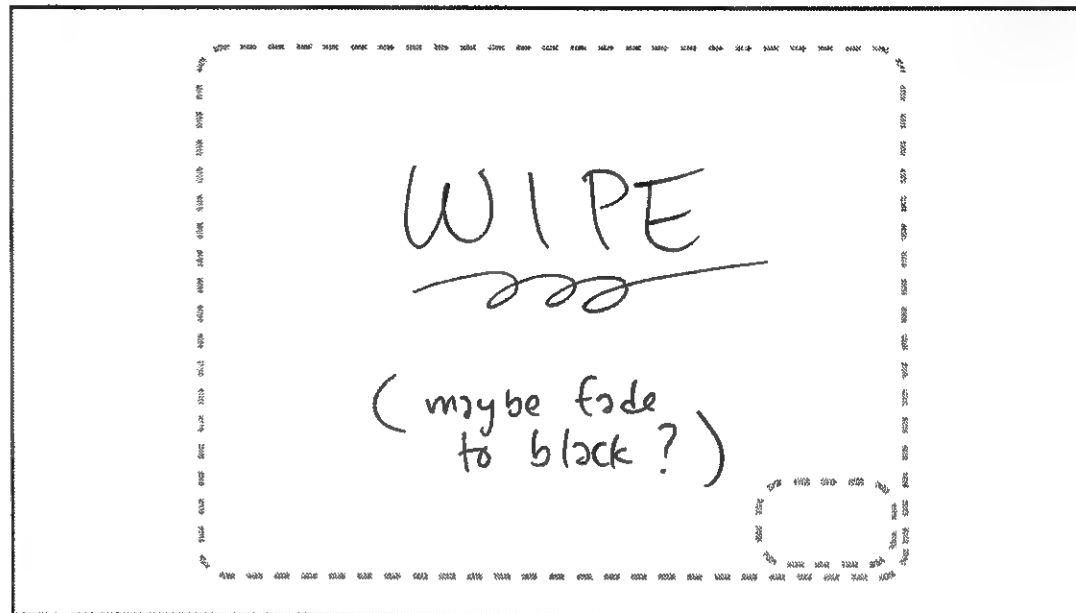


Page 30

Sc. 23 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	 59	 60
Action:		
Timing:		

EPISODE# 1034-219

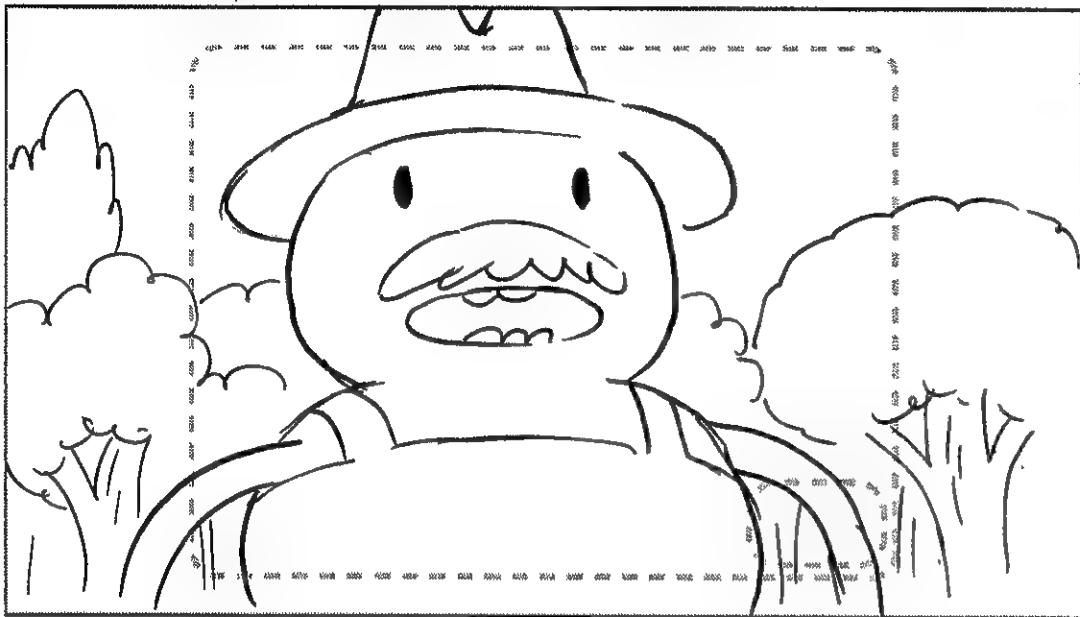
Production :

ADVENTURE TIME

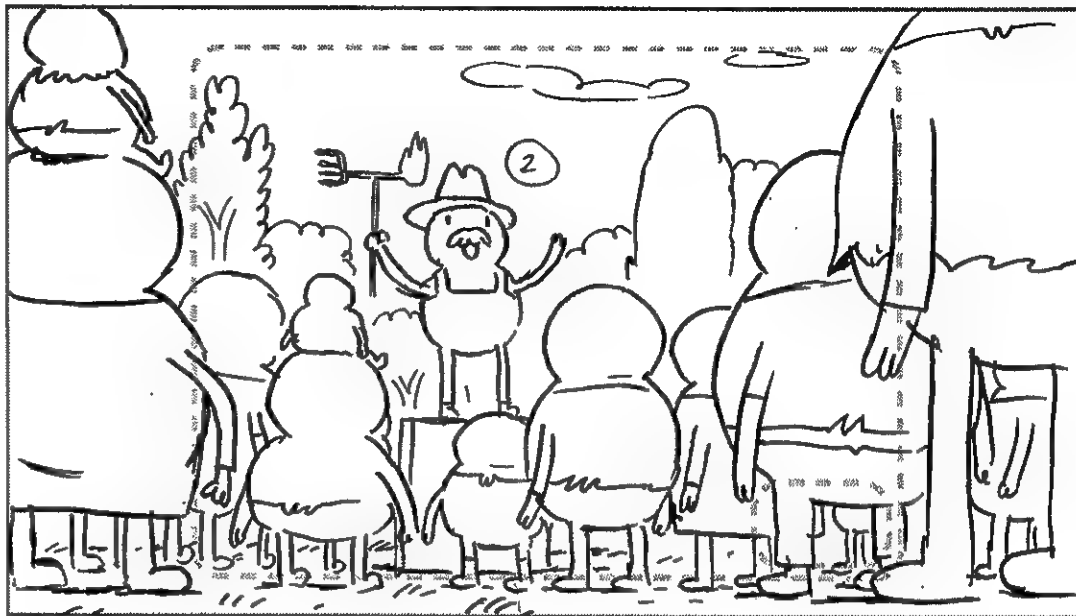


Page 31

Sc. 24 Pnl. A Bg. day night



Sc. 25 Pnl. A Bg. day night



Dialog: (C.DANCE:) Alright people this is our last stand!!

(CD:) It's gonna take every one of us to see this thing through -

Action:

Timing:

61



62

EPISODE # 1034-219

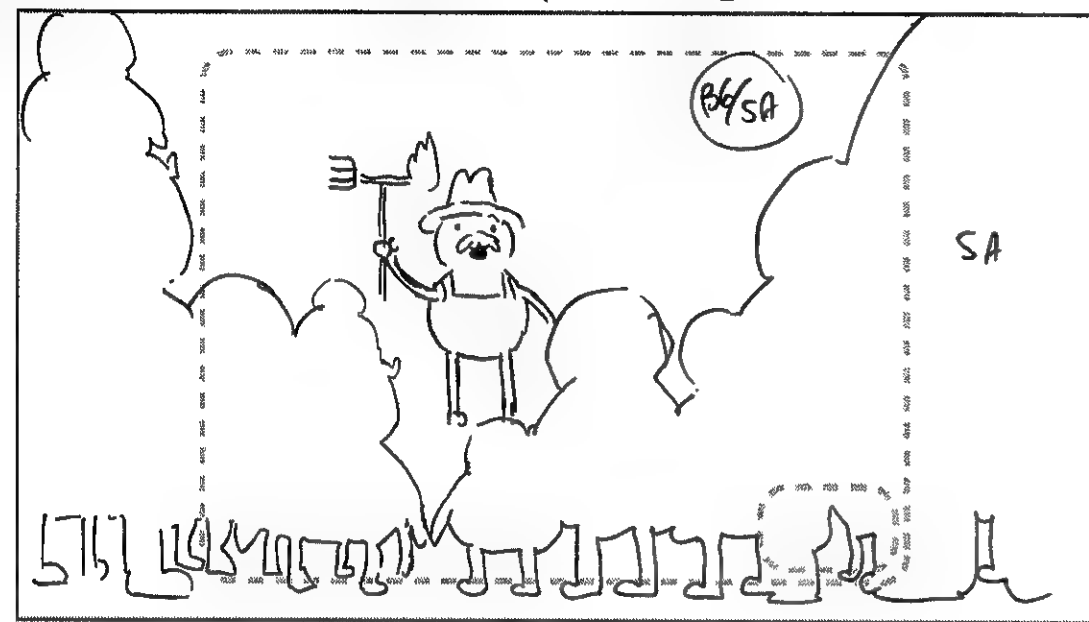
Production :

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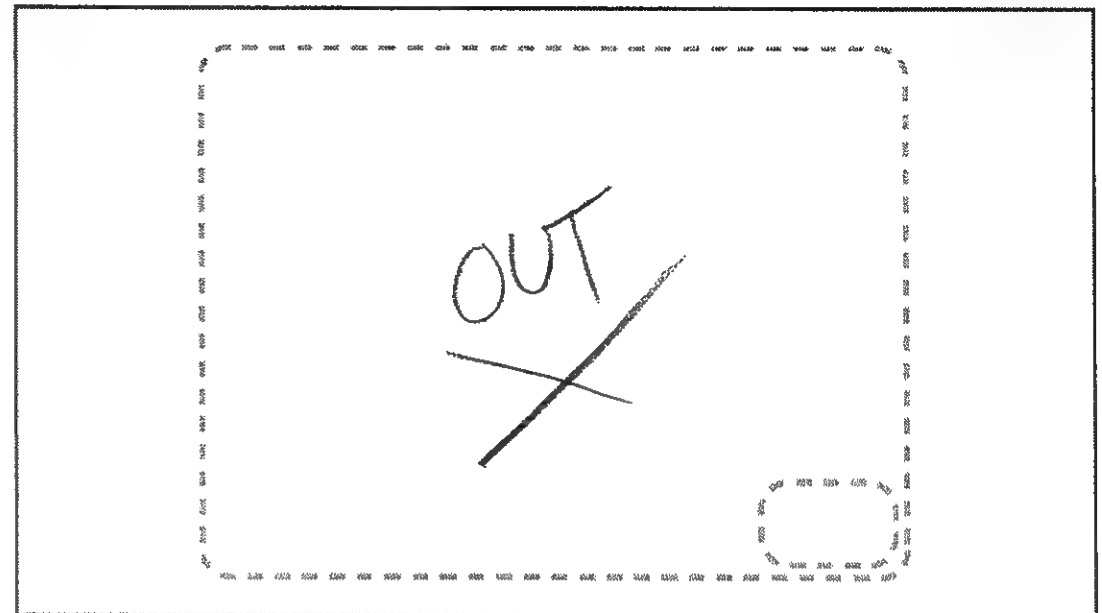
ADVENTURE TIME



Sc. 25 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



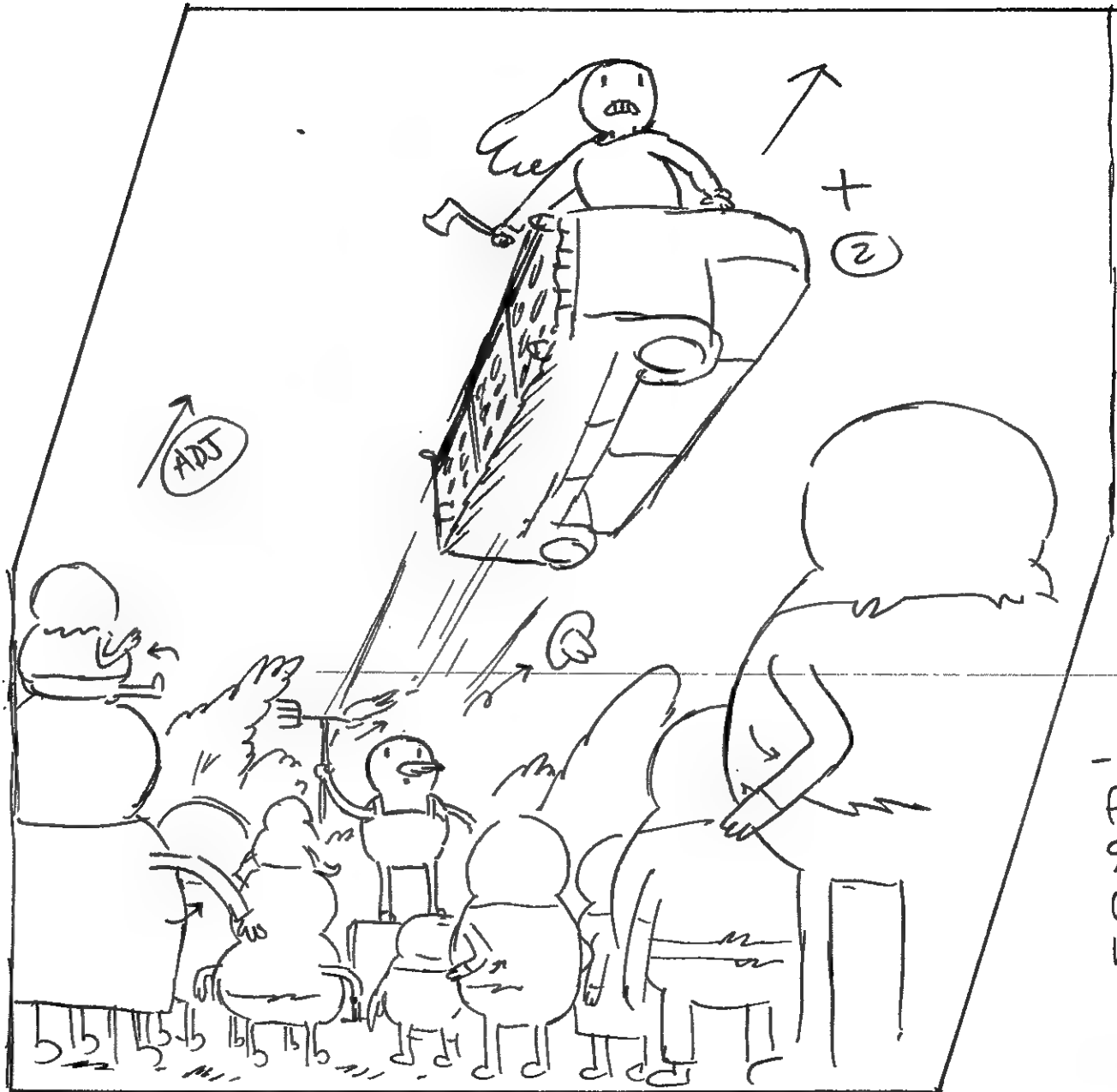
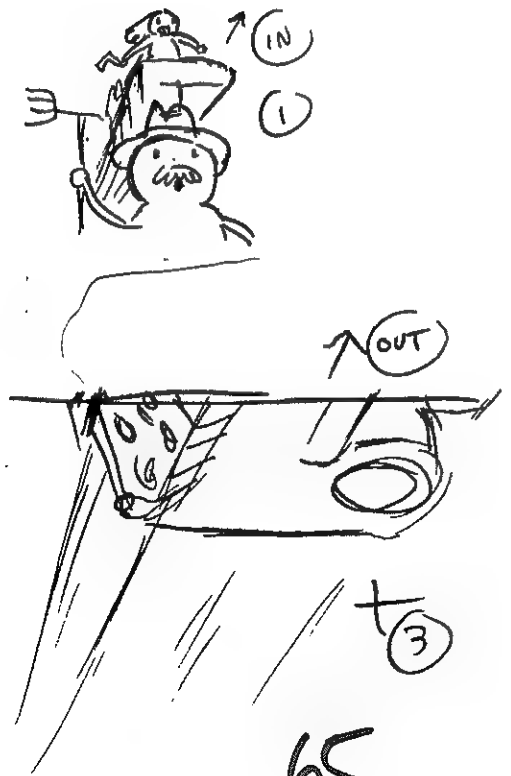
Dialog:	(CD:) me, onion man, short man, terry, short-stack, good-beard , deshawn,
Action:	
Timing:	
	63
	64

EPISODE # 1034-219
Production :

Sc. 25 Pnl. C

1034-219

(SFX:) WHOOOSH!



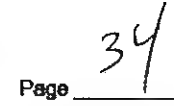
CD: (QUICK) OH!

-PB'S couch flies over farmers at high speed, blowing CLOUDANCE'S hat off.

65

66

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68

Production :

Sc. 27Pnl. ABg.

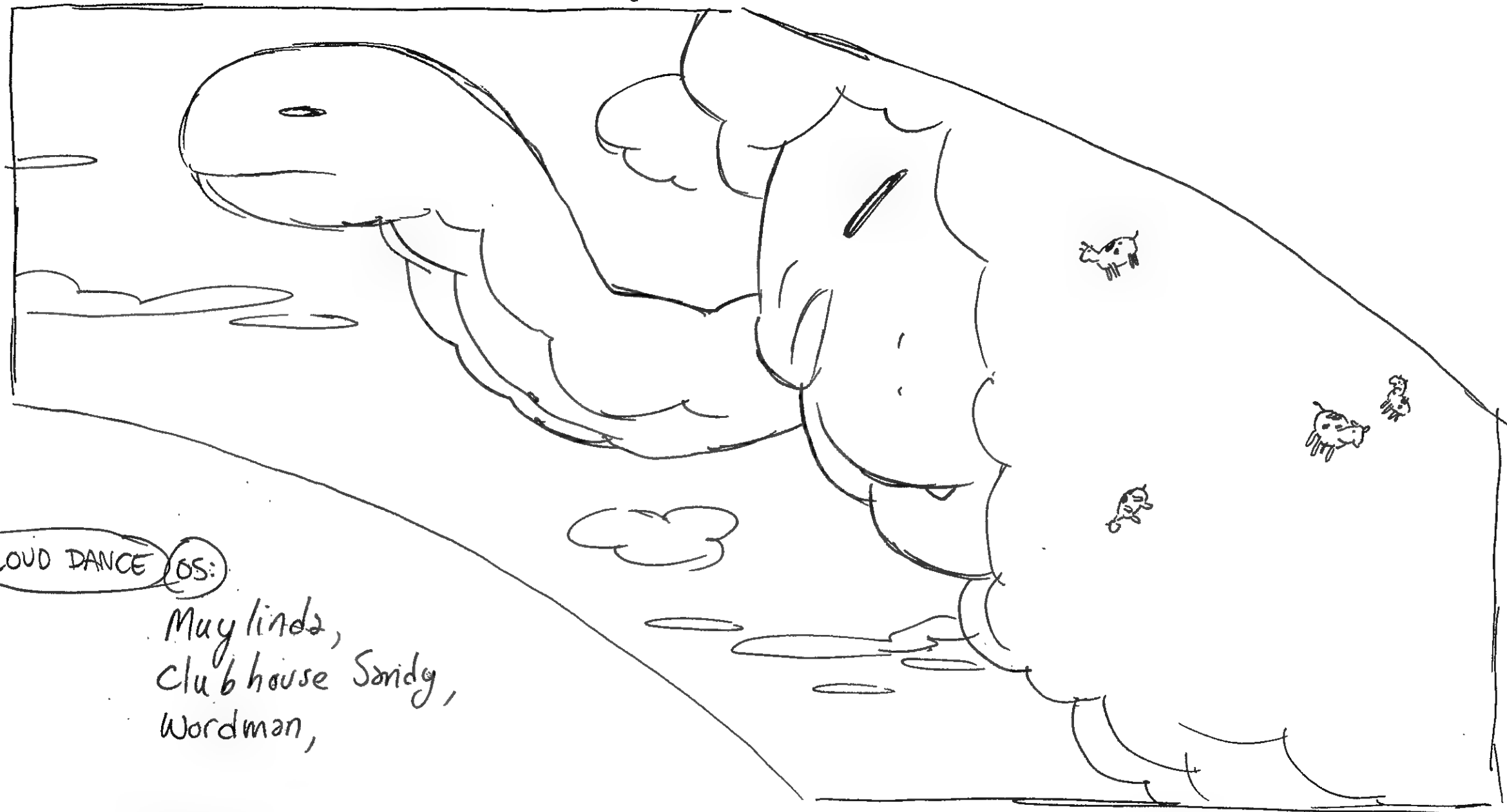
1034-219

CLOUD DANCE (OS:

May linda,
club house Sandy,
Wordman,

69

70



ADVENTURE TIME



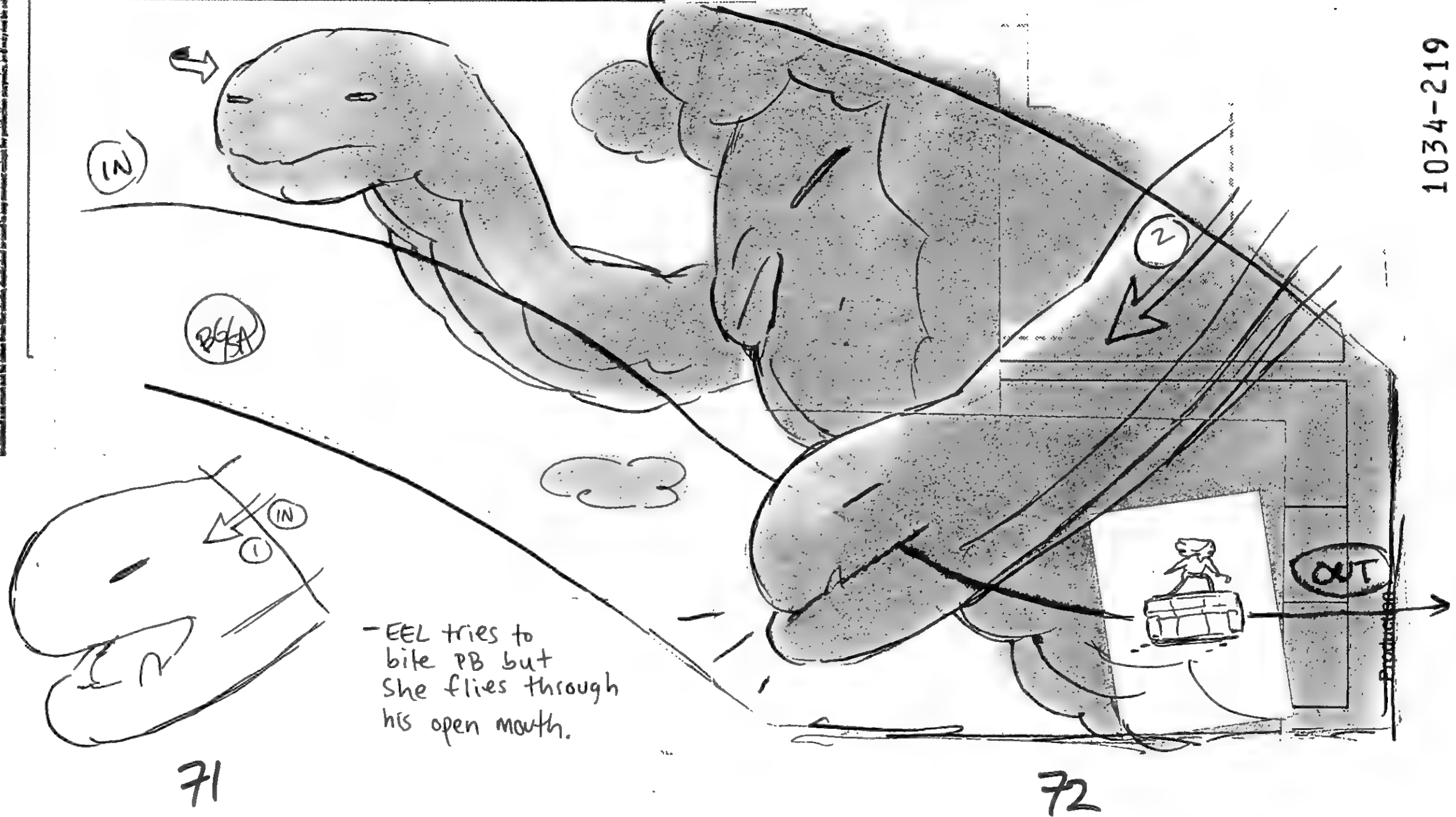
pg 36

Sc. 27

Pnl. B

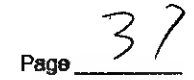
Bg.

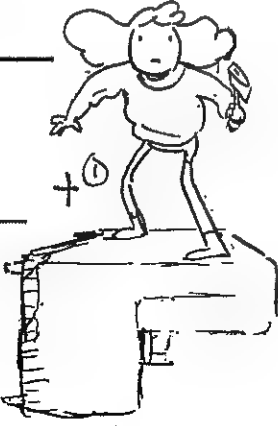


day night



1034-219

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Dialog:					CD 05 Darkwing Harry, Bookclass, Old Samantha
Action:					-PB winds up to hack essence with hatchet
Timing:	-73				74

EPISODE # 1034-219

Production :

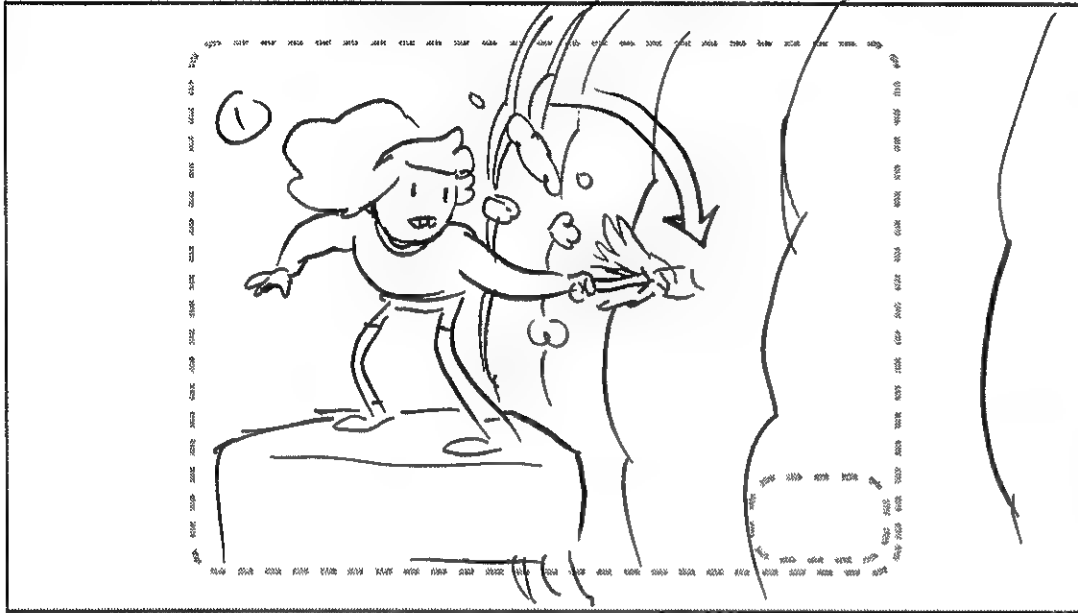
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ADVENTURE TIME

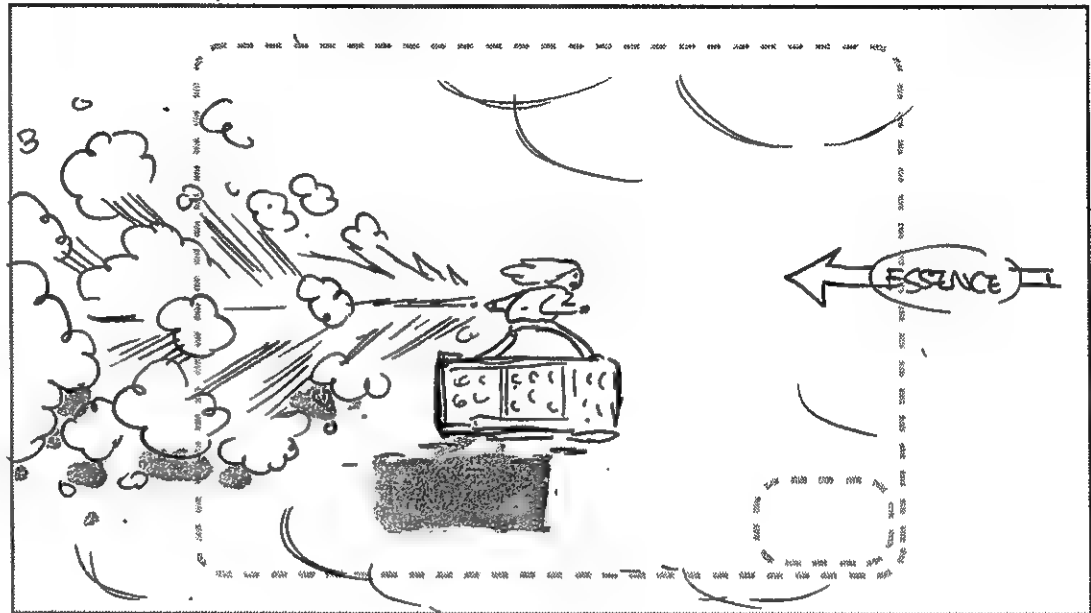


Page 38

Sc. 28 Pnl. C Bg. day night



Sc. 29 Pnl. A Bg. day night



Dialog:

Action: - PB hacks into
Essence, dragging
hatchet through
Essence's body.

Timing:

75



(SFX) TSSSSSSSSSSSSSSSSSS!!!

- Steam sprays out as PB drags hatchet
through Essence's body.

76

EPISODE# 1034-219

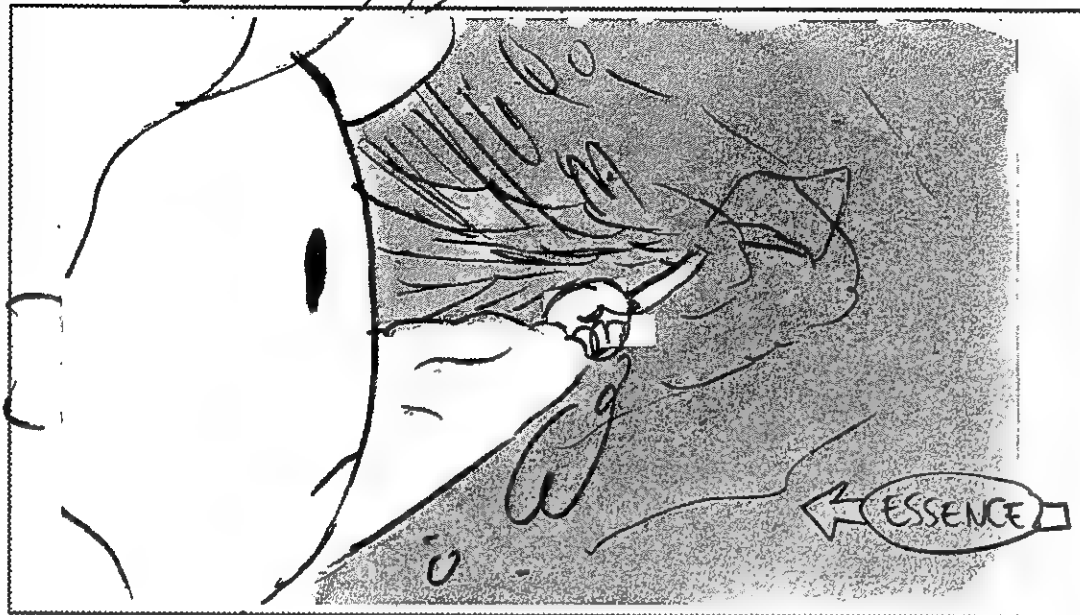
Production :

ADVENTURE TIME

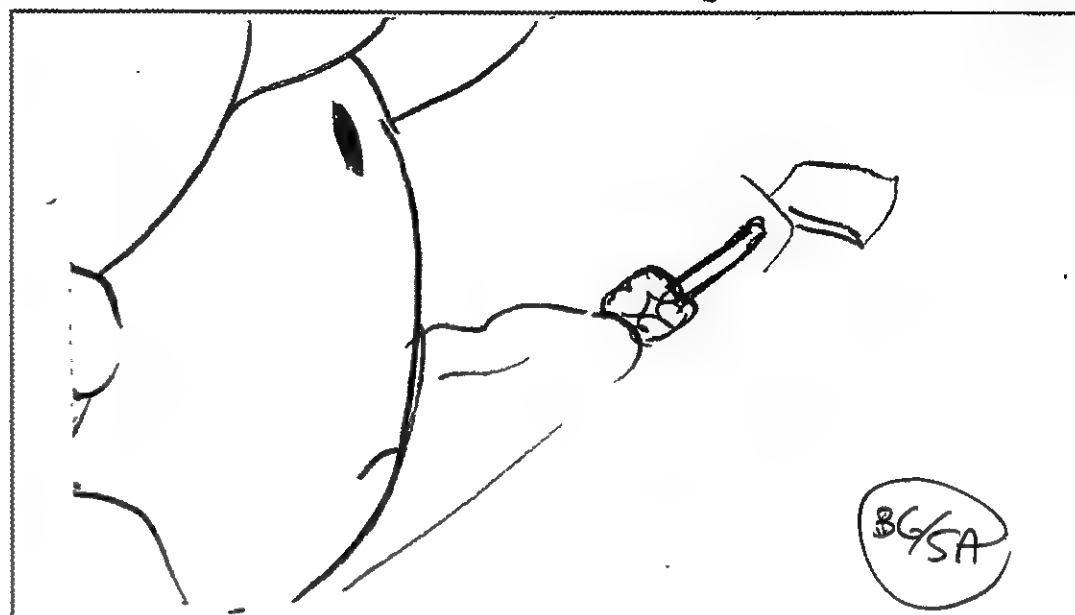


Page 39

Sc. 30 Pnl. A Bg. day night



Sc. 30 Pnl. B Bg. day night



Dialog:	<u>FARMER OS</u> <u>HELP!</u>
Action:	
Timing:	

77

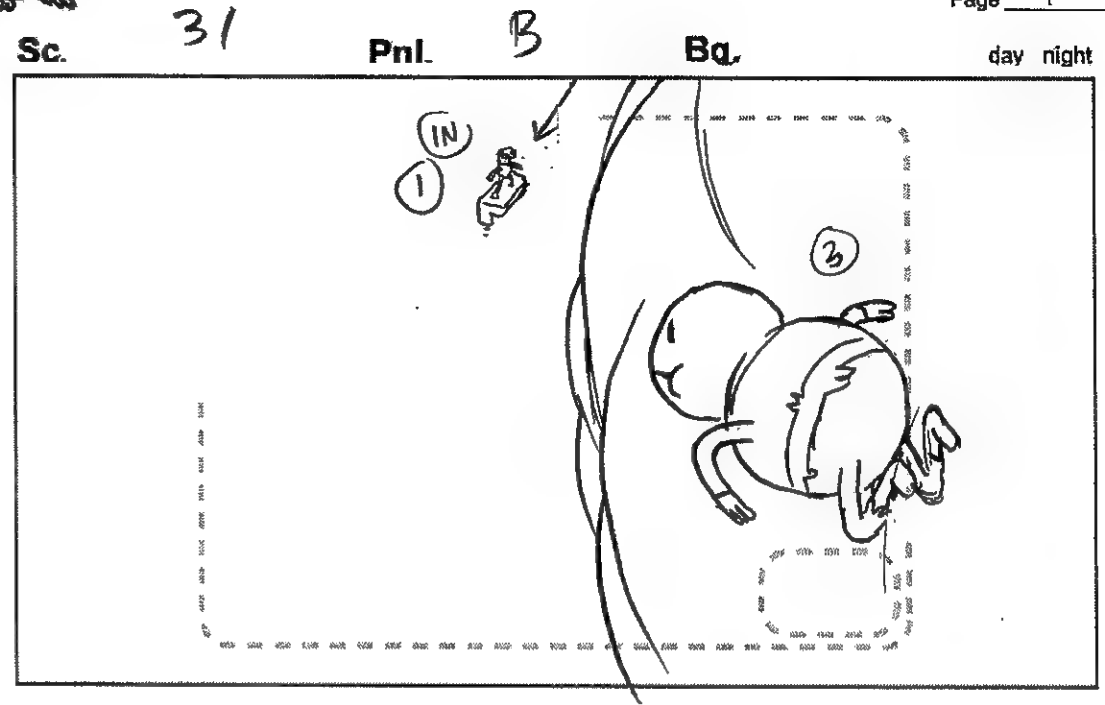
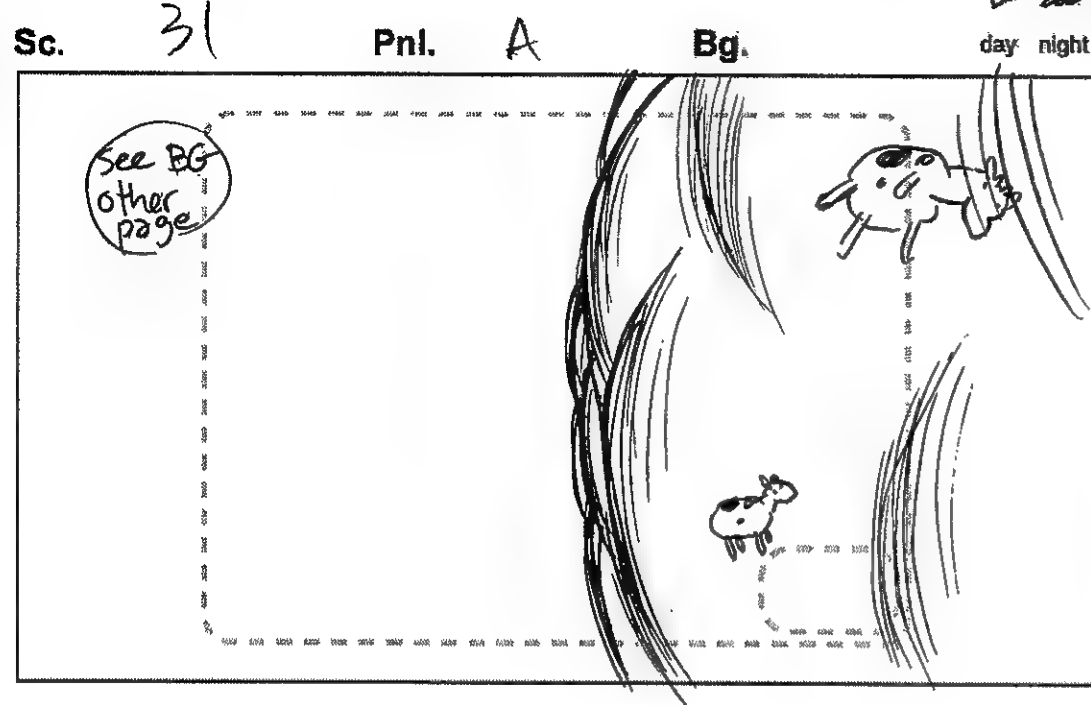
78

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ADVENTURE TIME



Page 40



Dialog:

(CD) OS: DR. Belstar, Limbo Man, Quasar, →

Action:

- PB in first, then
farmer swims into
shot.

Timing:

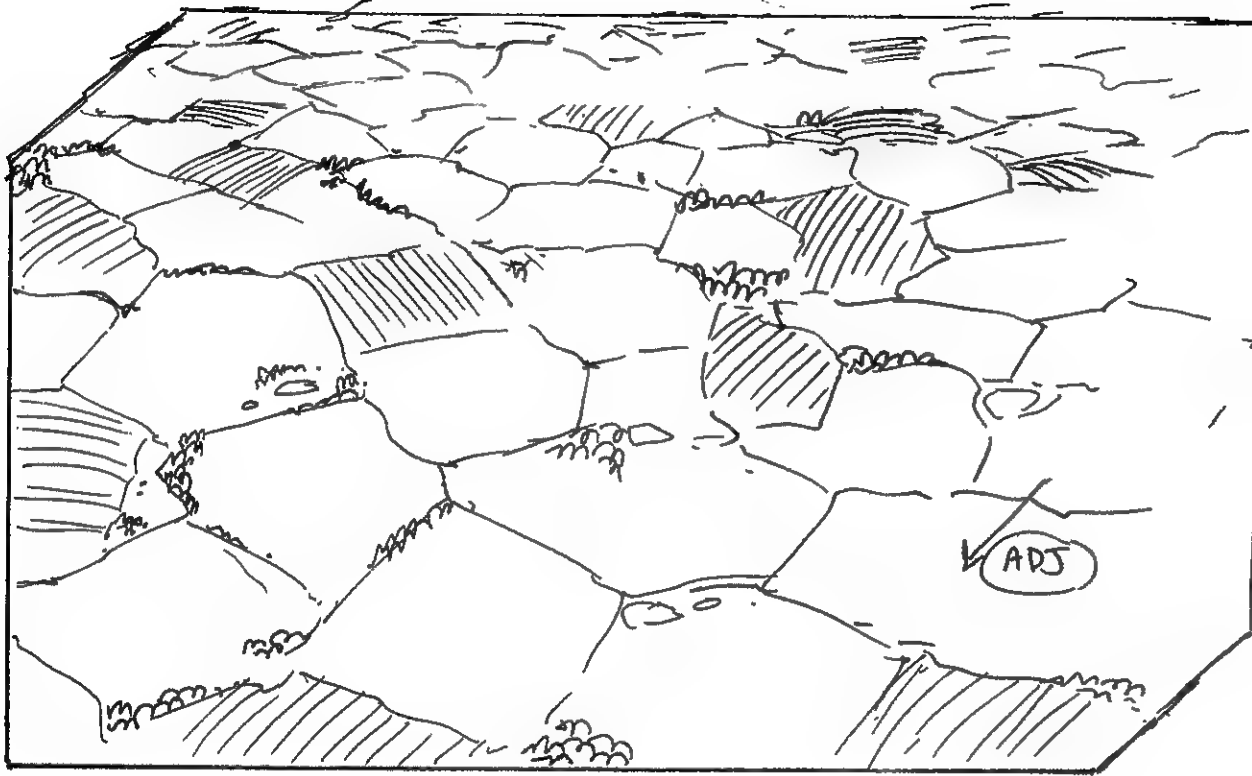
79

80

EPISODE # 1034-219

Production :

Sc. 31 Pnl. C Bg.



BG Adjust should be this length... but perspective should stay consistent... some kinda CG assist?

1034-219

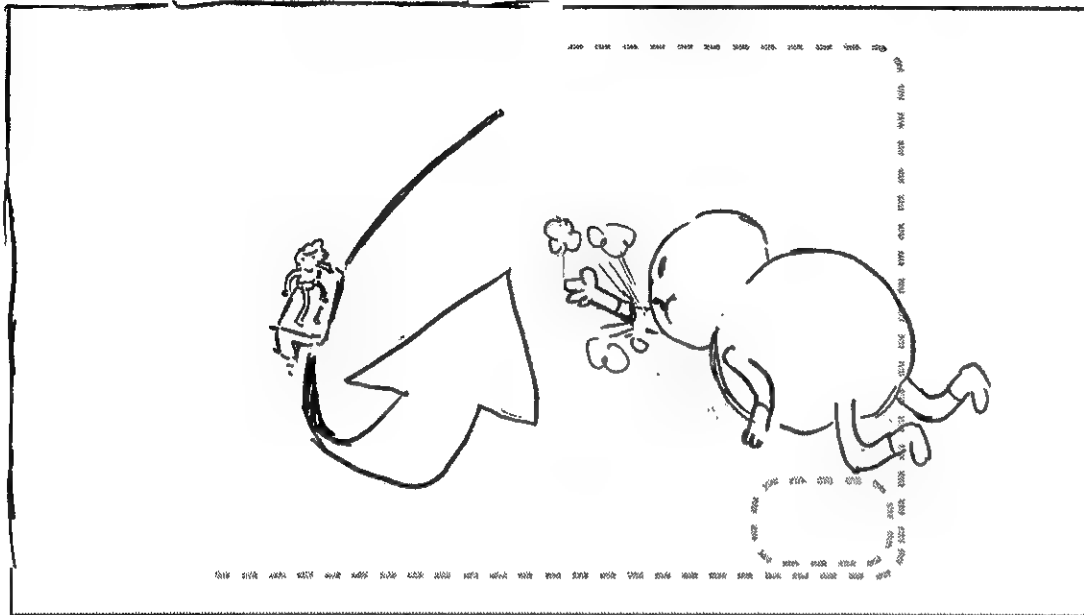
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ADVENTURE TIME

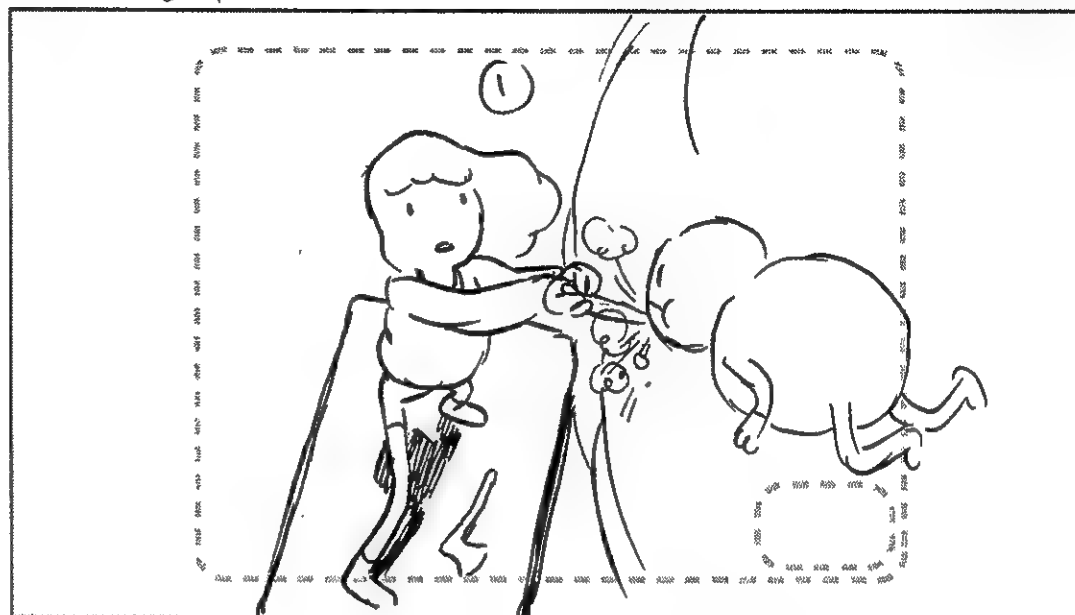


Page 42

Sc. 31 Pnl. D Bg. day night



Sc. 31 Pnl. E Bg. day night



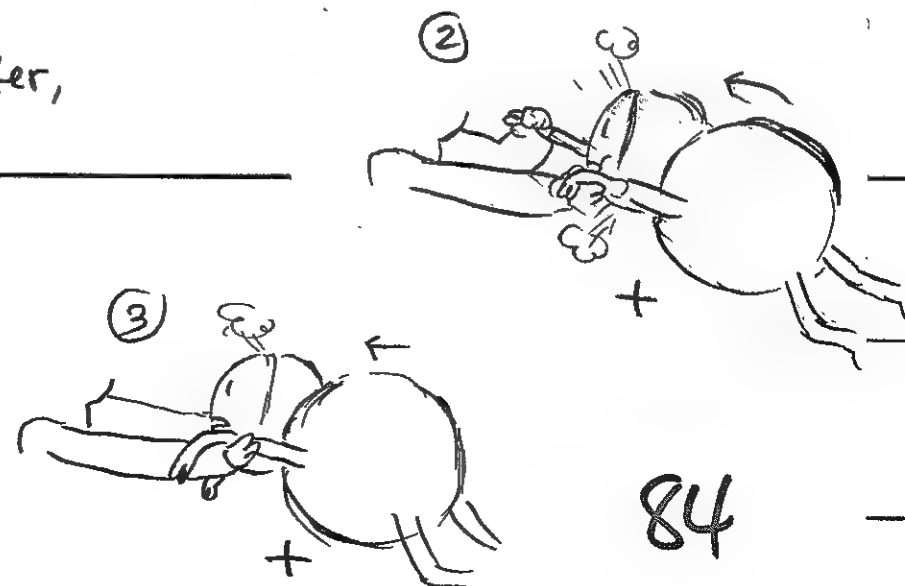
Dialog:

(CD) Cloud Dance Jr,
Square Boy, Cat Poster,
Uncle Joey-Face,

Action: -Farmer pokes his hand
through Essence's skin.

Timing:

83



84

EPISODE# 1034-219

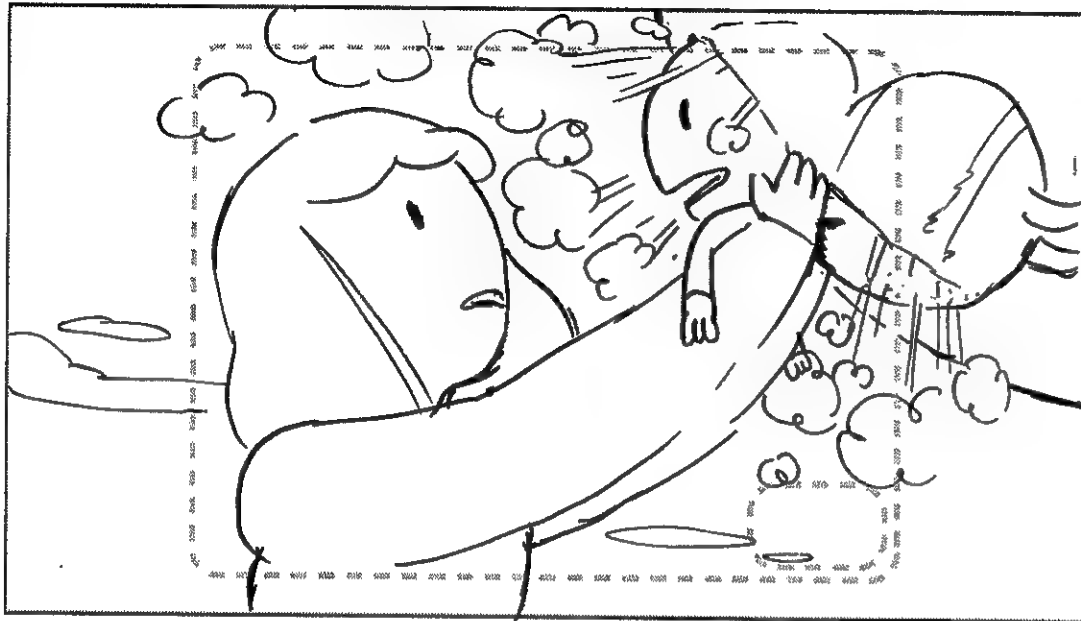
Production :

ADVENTURE TIME

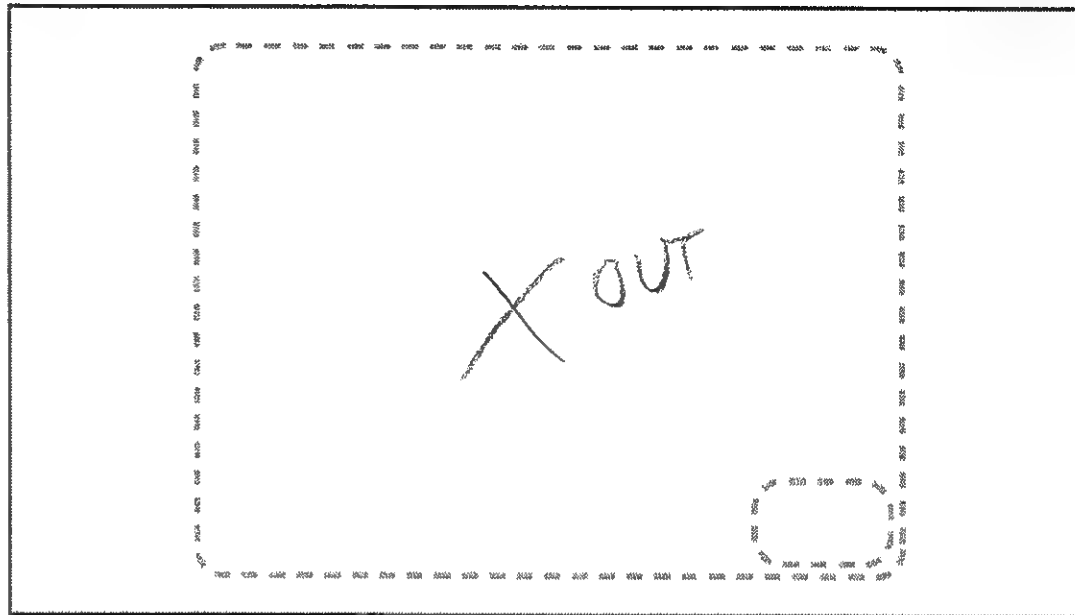


Page 43

Sc. 32 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action: - PB pulls farmer out gingerly, like a baby.

Timing:

85

86

EPISODE # 1034-219

Production :

ADVENTURE TIME



44

Page _____

Sc.

32

Pnl.

B

Bg.

day night



Sc.

32

Pnl.

C

Bg.

day night



Dialog:

Action:

Timing:

FARMER
OS

UP
HERE!

87

88

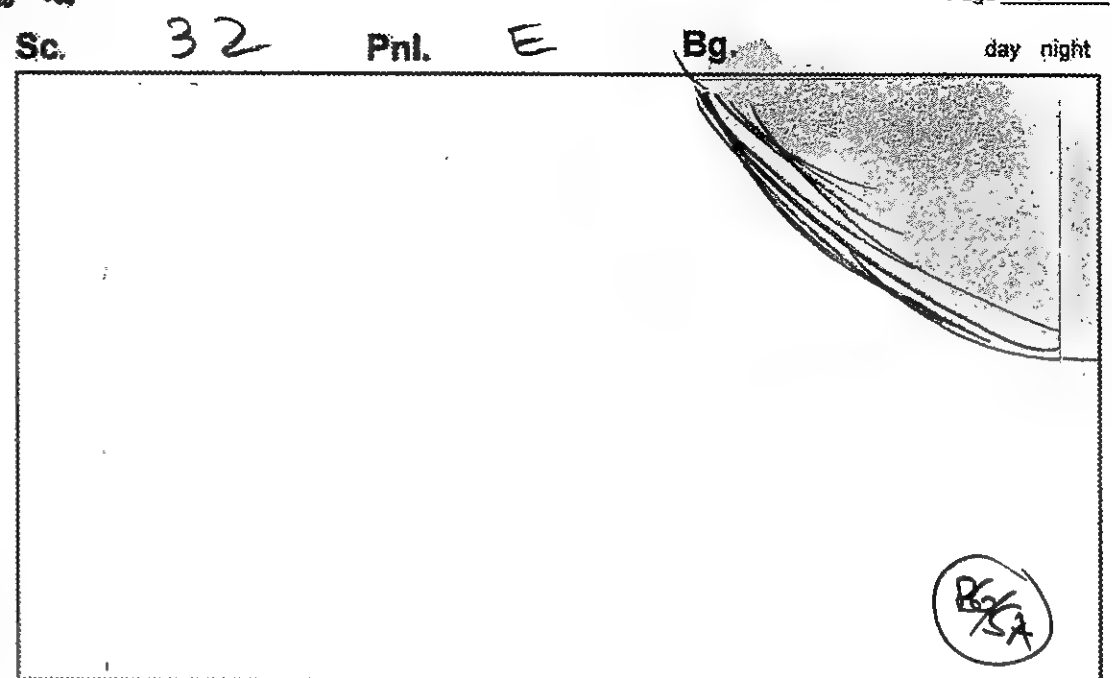
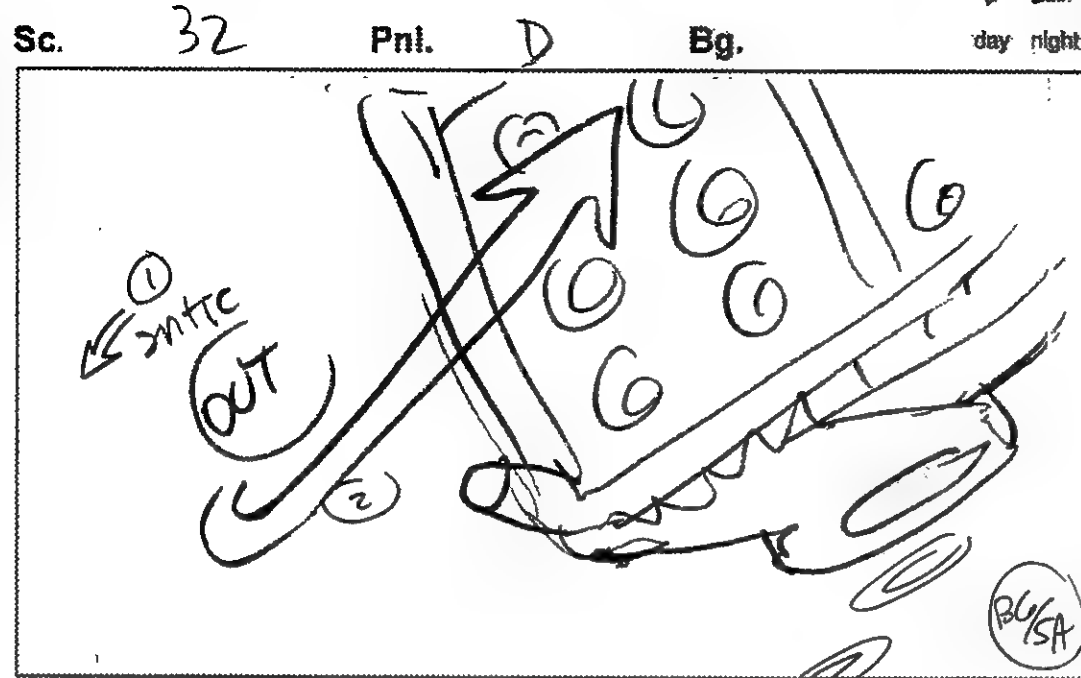
EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 45



Dialog:

(CD) (OS)

Dogman,
Tightwad,
Raspberry Sam

Action: - PB flies up out of shot.

Timing:

89

90

EPISODE # 1034-219

Production :

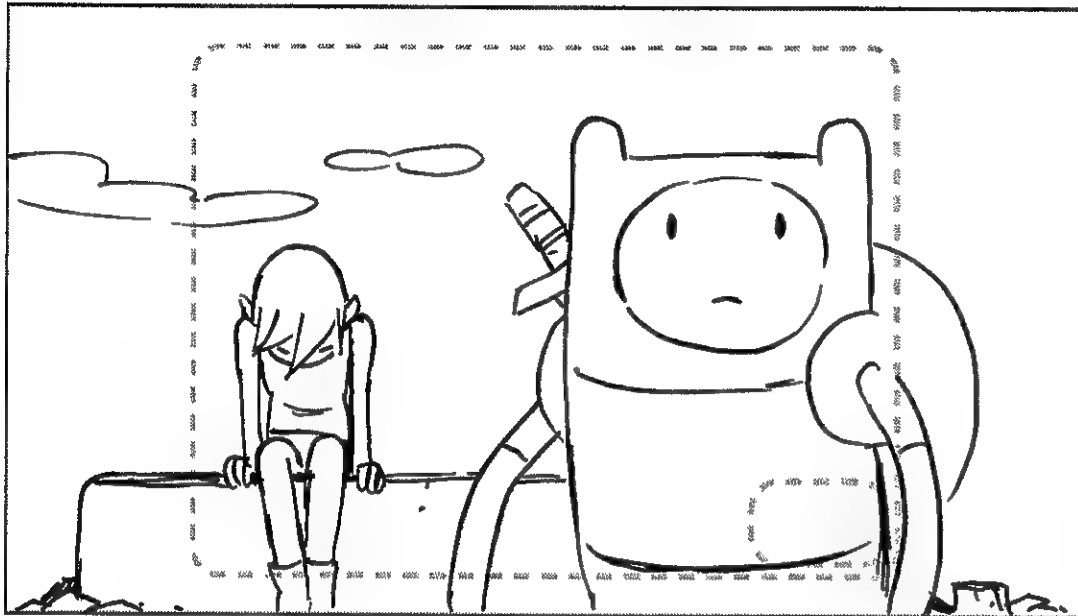
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ADVENTURE TIME

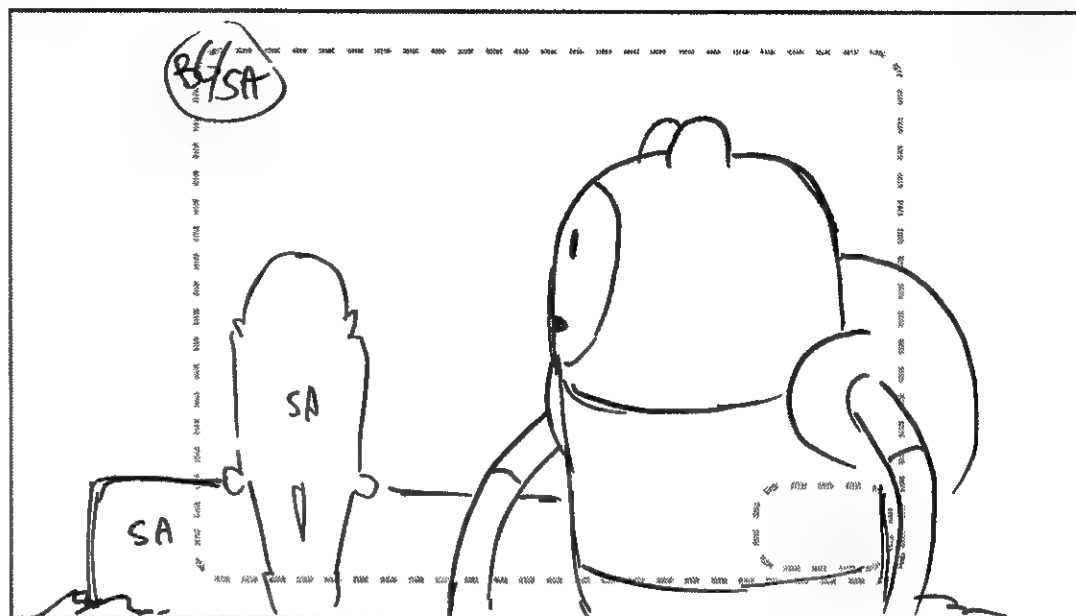


Page 46

Sc. 33 Pnl. A Bg. day night



Sc. 33 Pnl. B Bg. day night



Dialog:

CLOUD DANCE (OS): DJ Fresh-Start
and my boy
Big Trace.

FINN: You sure you're not
coming Marceline?

Action:

some extra names to throw
in if it comes up too
short:

Timing:

91

MR. WILLEM
PINK SASHA
GRAY-JAY
FACE GUY
LOLLY

92

EPISODE # 1034-219

Production :

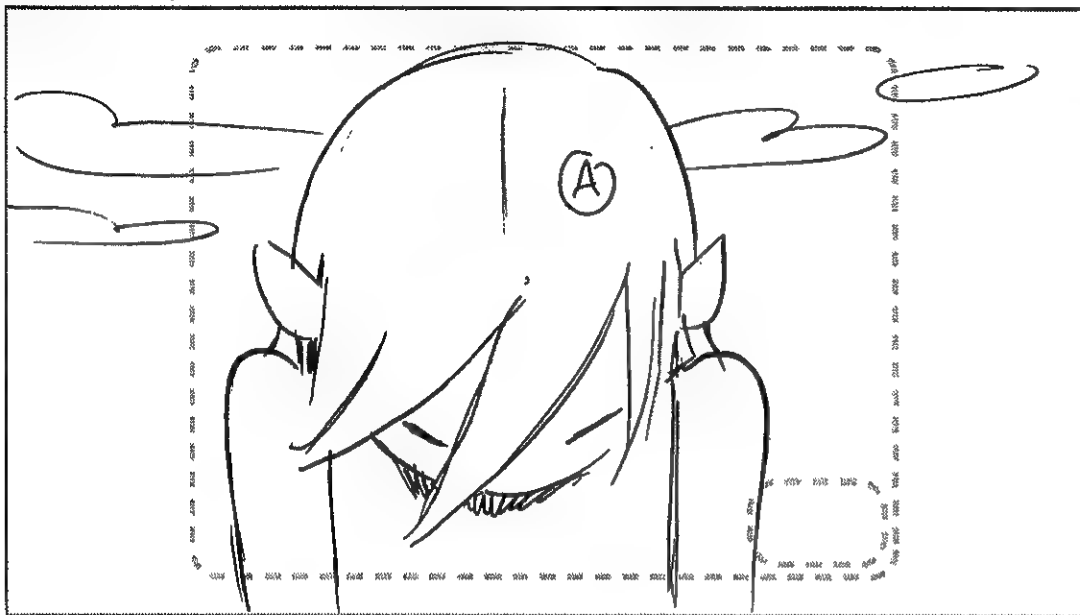
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ADVENTURE TIME



Page 47

Sc. 34 Pnl. A Bg. day night



Sc. 34 Pnl. B Bg. day night



Dialog: (Finn) (OS) We could really use your help... (F:) ... Marceline?

Action: (A), wind blows (B), hair settles back to (A)

Timing: 93 94

EPISODE # 1034-219

Production :

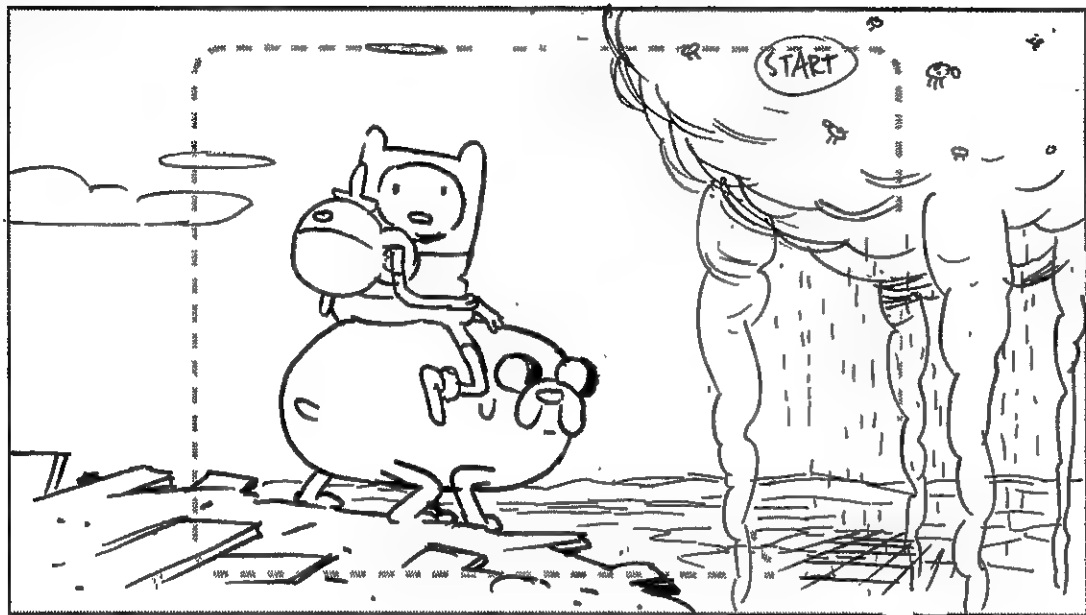
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ADVENTURE TIME

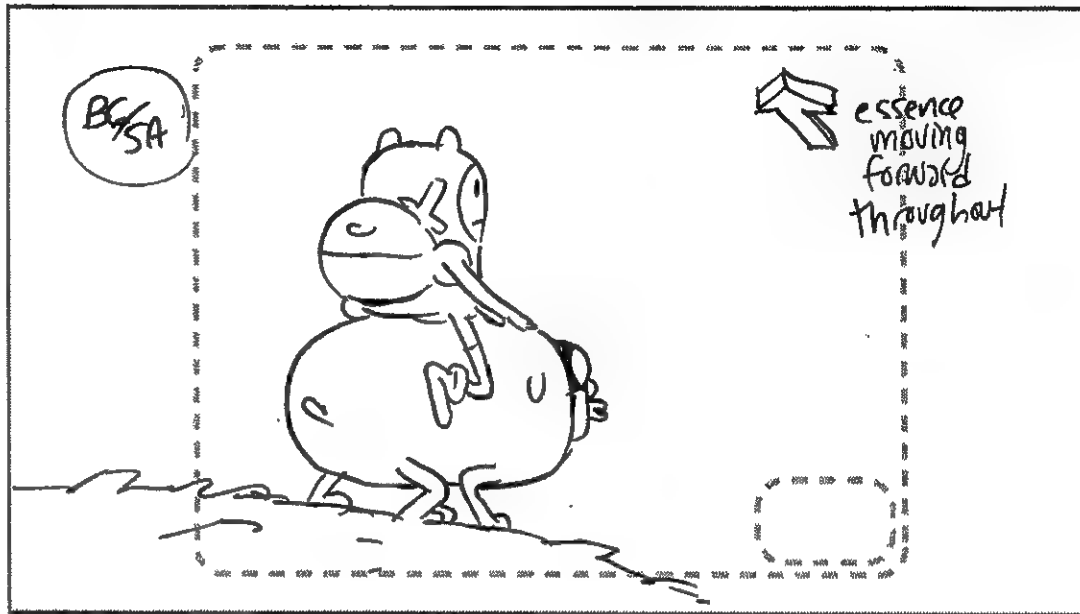


Page 48

Sc. 35 Pnl. A Bg. day night



Sc. 35 Pnl. B Bg. day night



Dialog: (Finn) Okay, maybe later then...

(J) C'mon Finn lemme hear that war cry!

Action: - Essence walks toward screen through scene →

Jake turns 1st, then Finn

Timing:

95

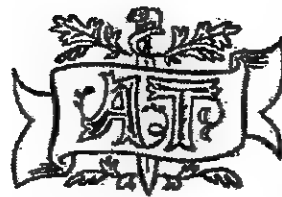
96

EPISODE # 1034-219

Production :

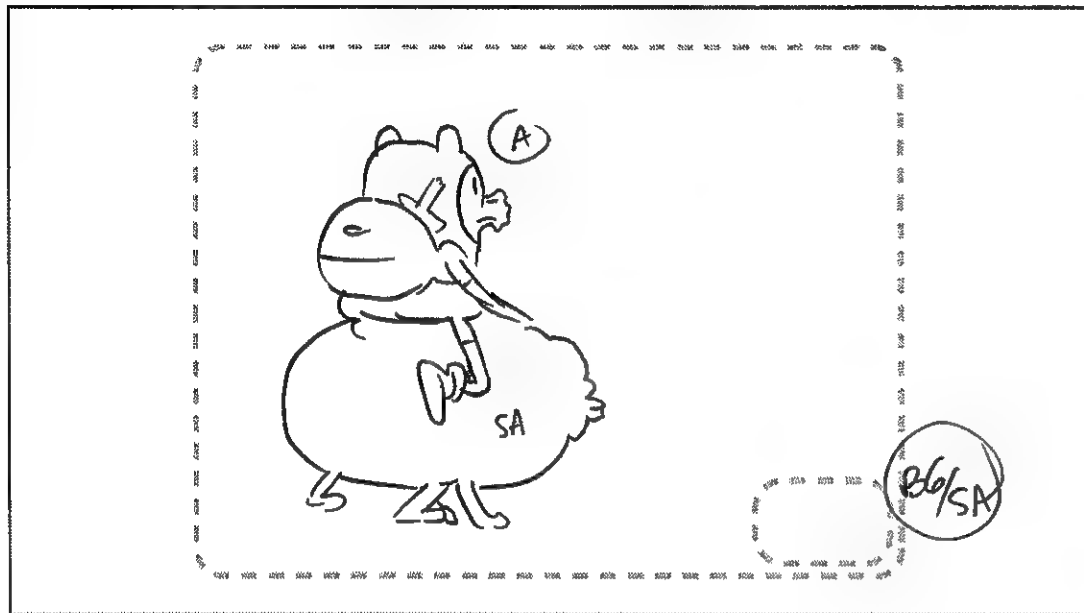
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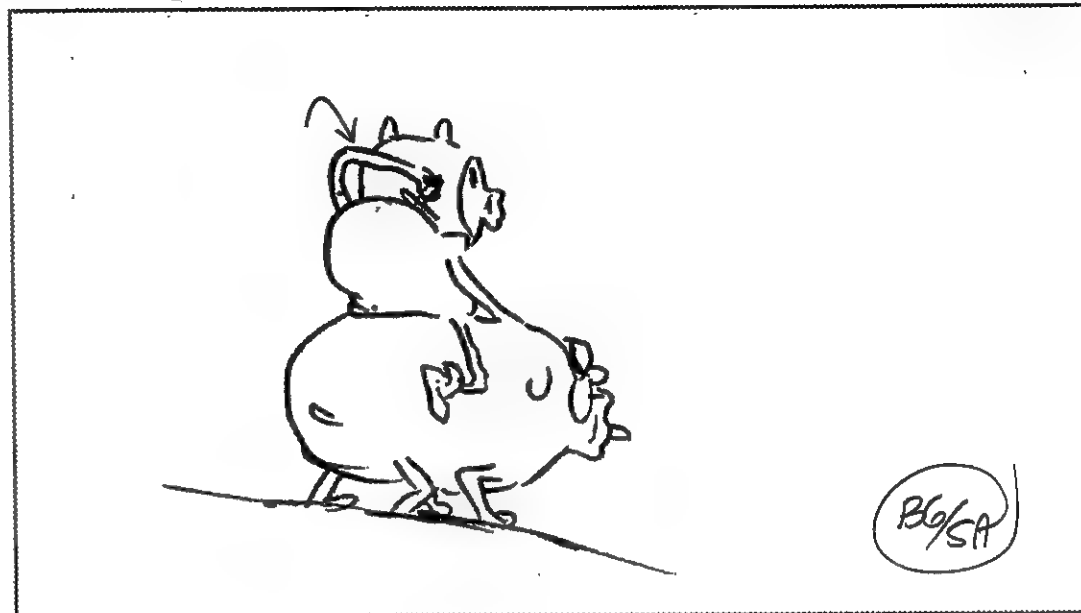


Page 49

Sc. 35 Pnl. C Bg. day night



Sc. 35 Pnl. D Bg. day night



Dialog:	(FINN) BURRRRR → RRRRRRRRRRR → (J) BURRRRRRRRR →
Action:	- Finn draws sword. stake
Timing:	
97	98

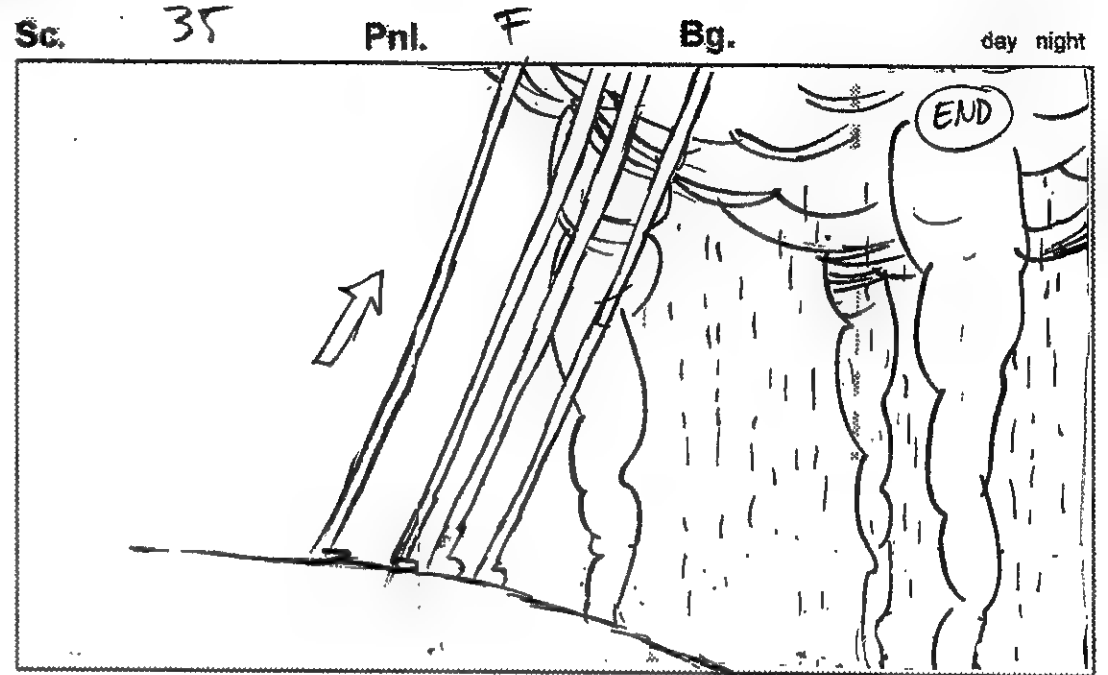
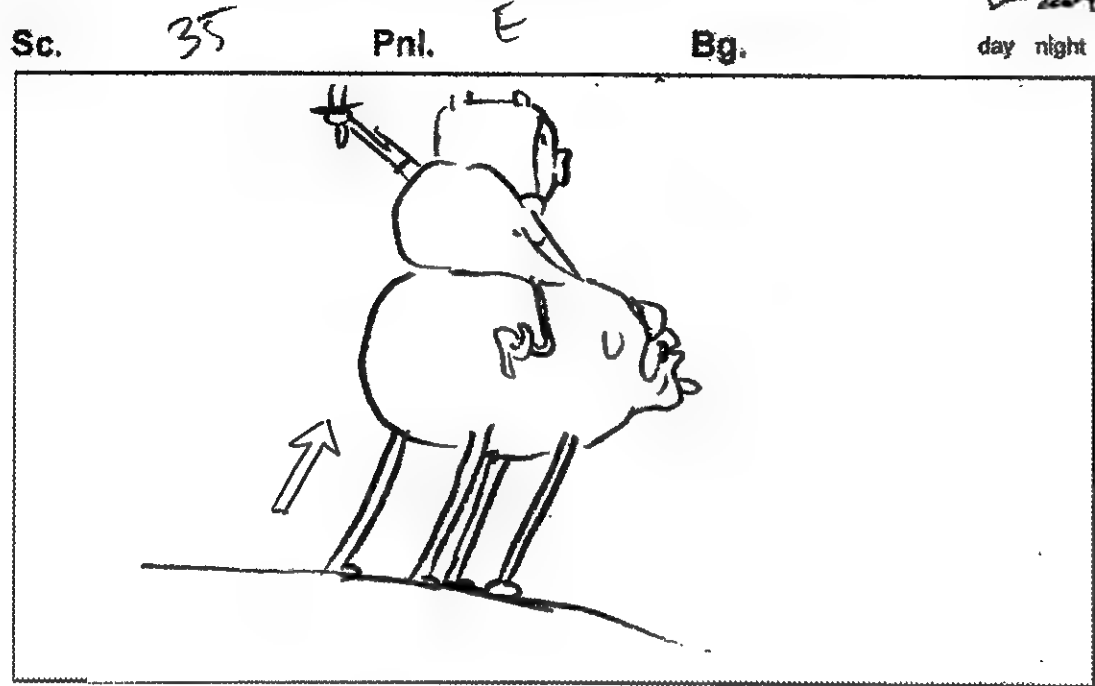
EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 50



Dialog:	(F) → R R R R R R →	
Action:	(J) → R R R R R R →	- J. STRETCHES OFF/S
Timing:	99	100

EPISODE # 1034-219

Production :

Page 51

Sc. 36 Pnl. A Bg. day night



Sc. 36 Pnl. B Bg. day night



Dialog:

F_{+j} Burrrrrr...

(M: * SIGH *

Action:

Timing:

10(

102

EPISODE# 1034-219

Production :

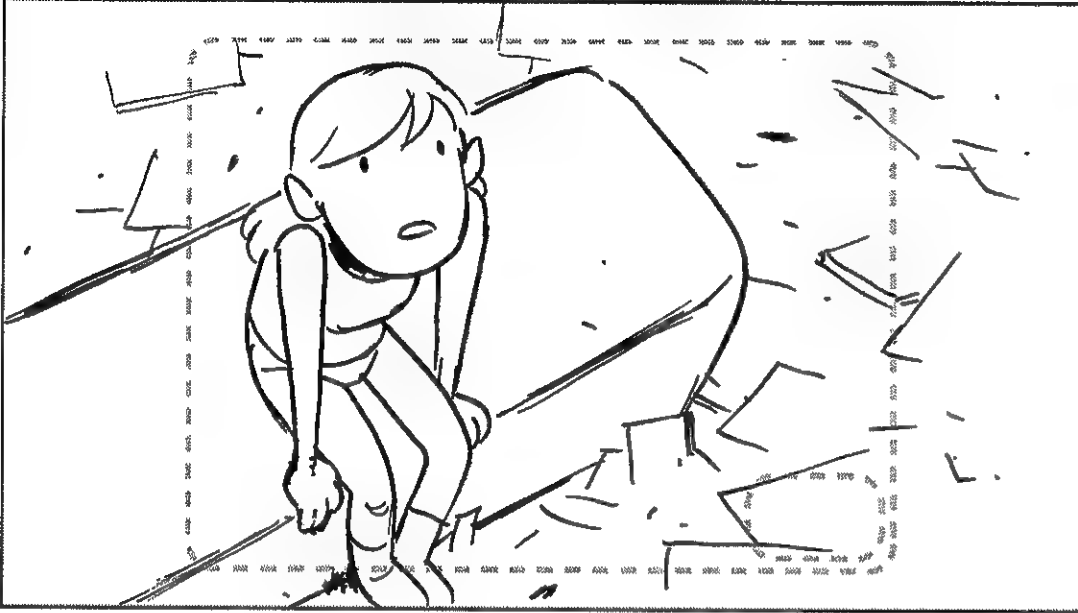
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ADVENTURE TIME

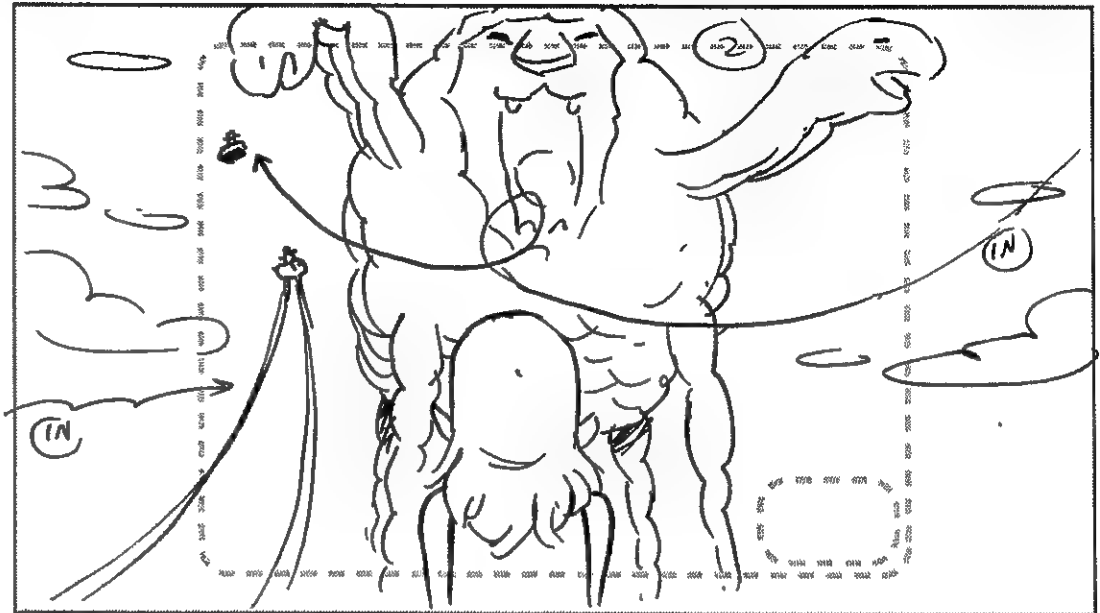


Page 52

Sc. 37 Pnl. A Bg. day night



Sc. 38 Pnl. A Bg. day night



Dialog: (M) Well, you finally did it Big guy... → you won. Well played.

Action:

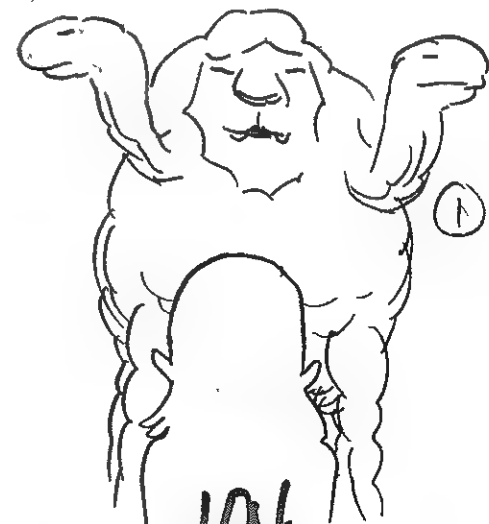
Timing:



103

ESSENCE *ROAR*

- PB flies prst Essence
- F+J walk into shot
- Essence walks forward.



104

1034-219

EPISODE #

Production :

ADVENTURE TIME

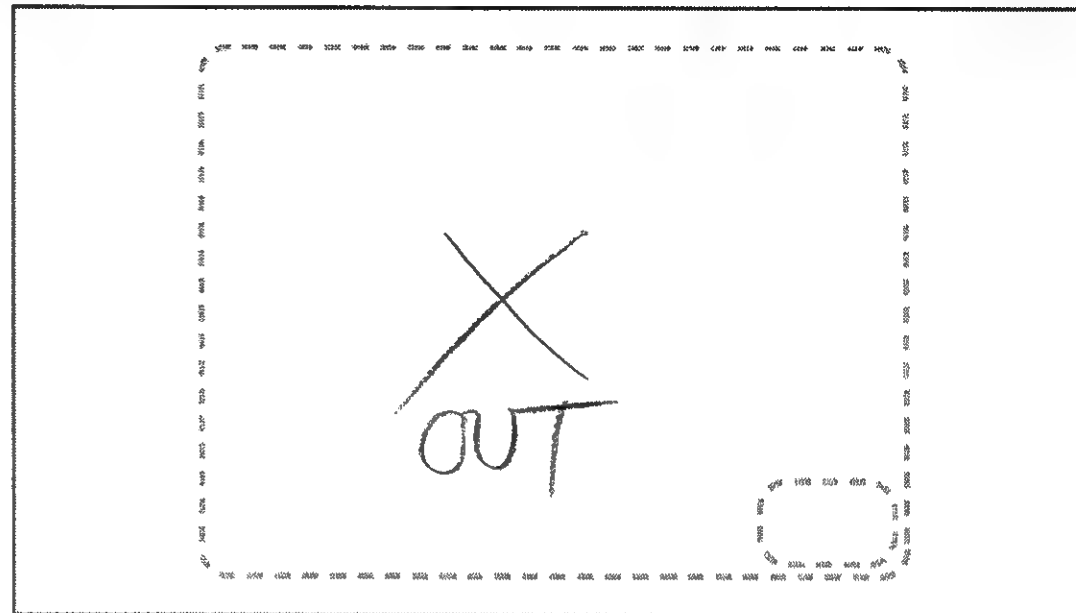


Page 53

Sc. 39 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: (M:) I just kinda wish you'd gotten it over with a thousand years ago and saved us all some trouble.

Action: WIND BLOWS Hair + debris: (A) (B) (A)

Timing: 105



debris in/out →

106

EPISODE # 1034-219

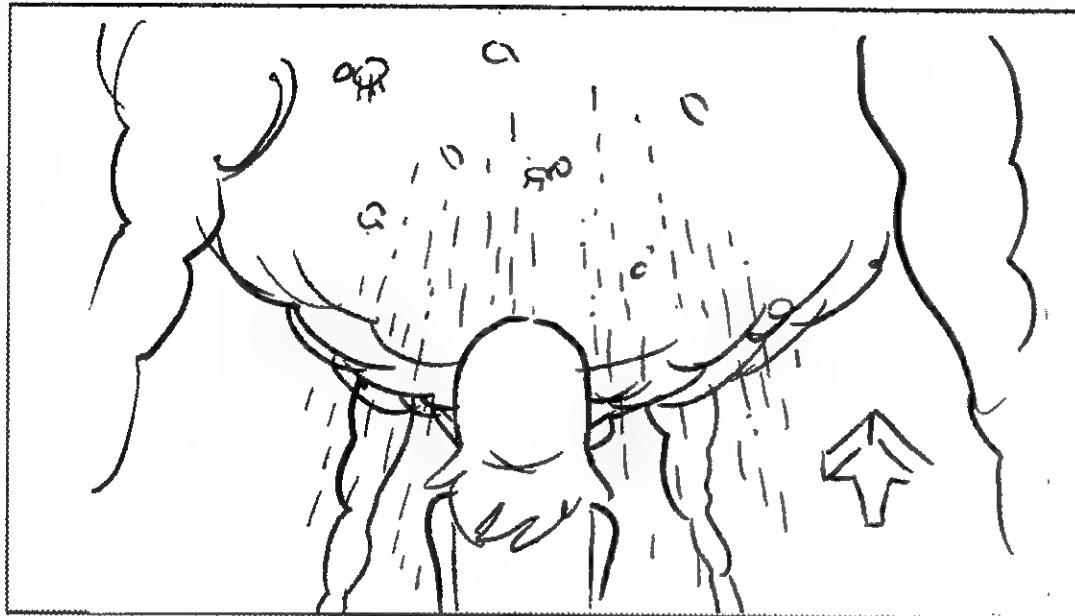
Production :

ADVENTURE TIME

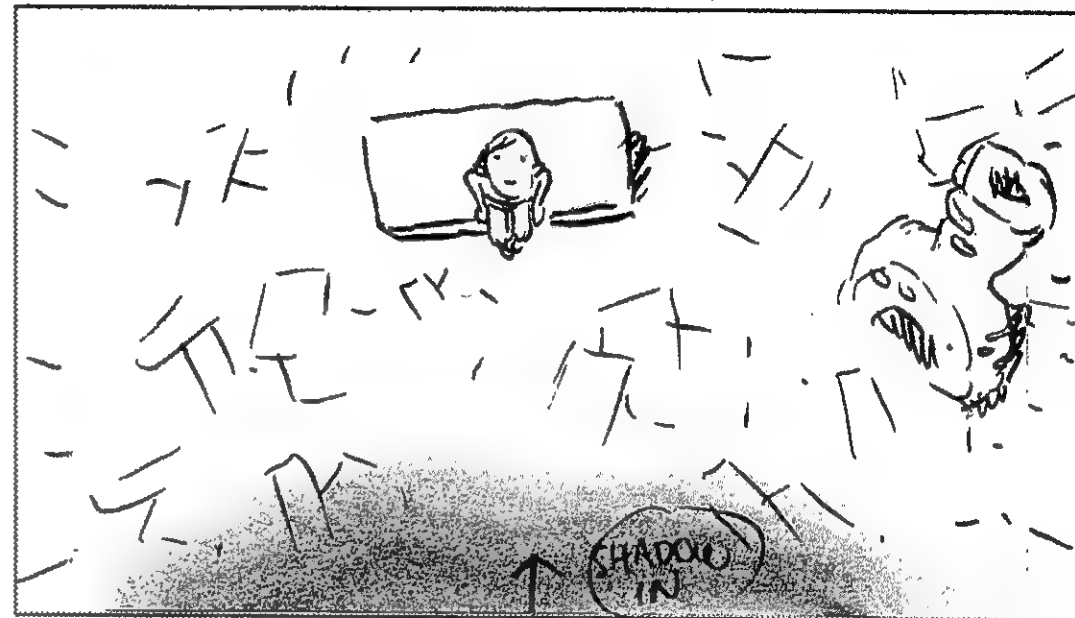


Page 34

Sc. 40 Pnl. A Bg. day night



Sc. 41 Pnl. A Bg. day night



Dialog:	
Action:	- ESSENCE WALKS TOWARDS MARCELINE. - SHADOW COMES ON/S.
Timing:	107 108

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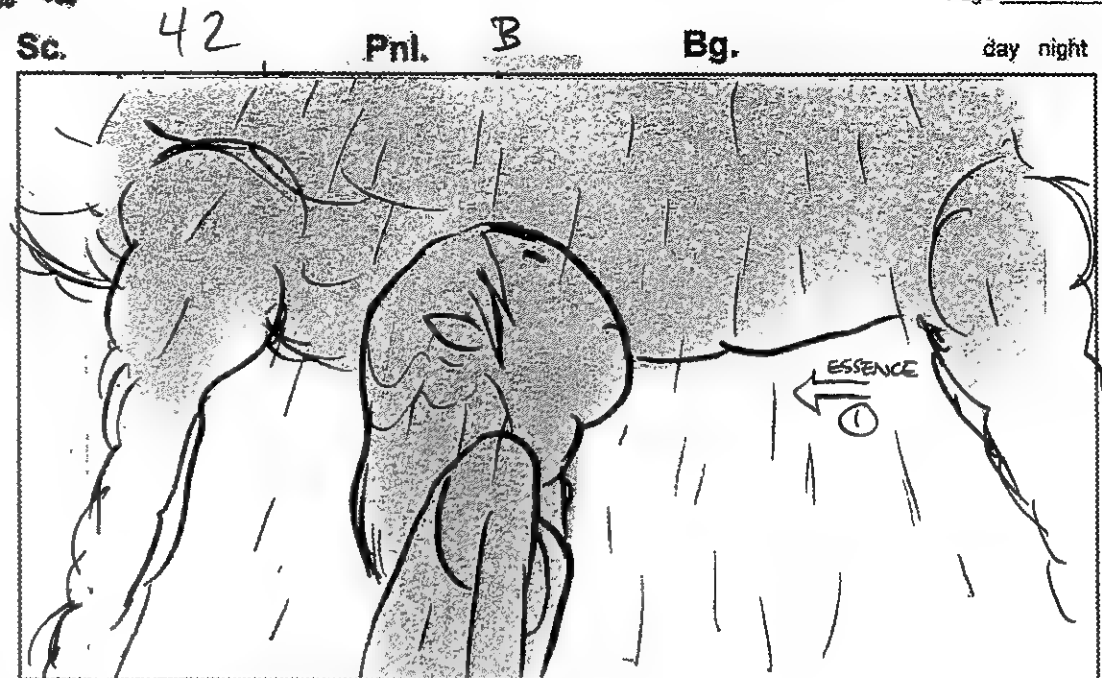
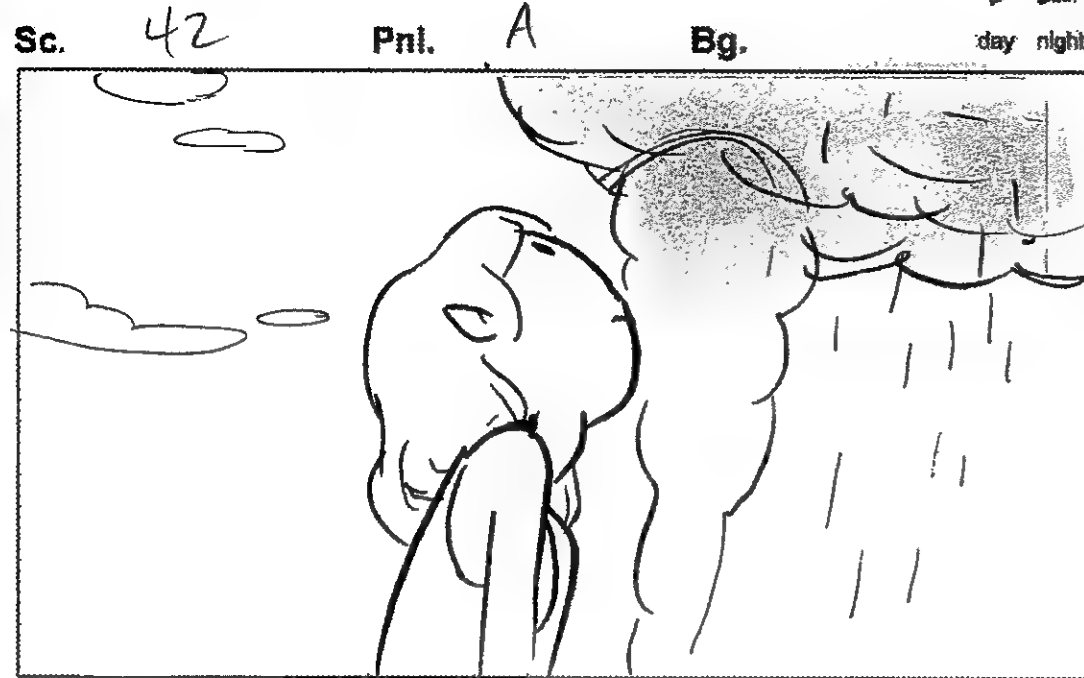
EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 55



Dialog:
Action: - Essence walks over Marceline, Rain wets her hair and clothes.
Timing:
109



110

EPISODE # 1034-219

Production :

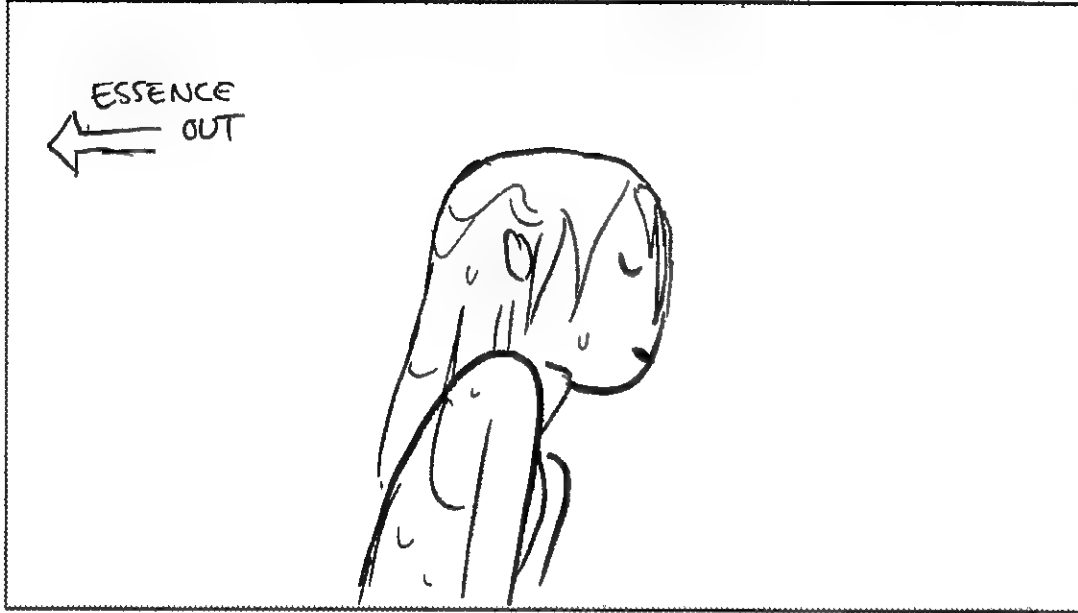
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ADVENTURE TIME

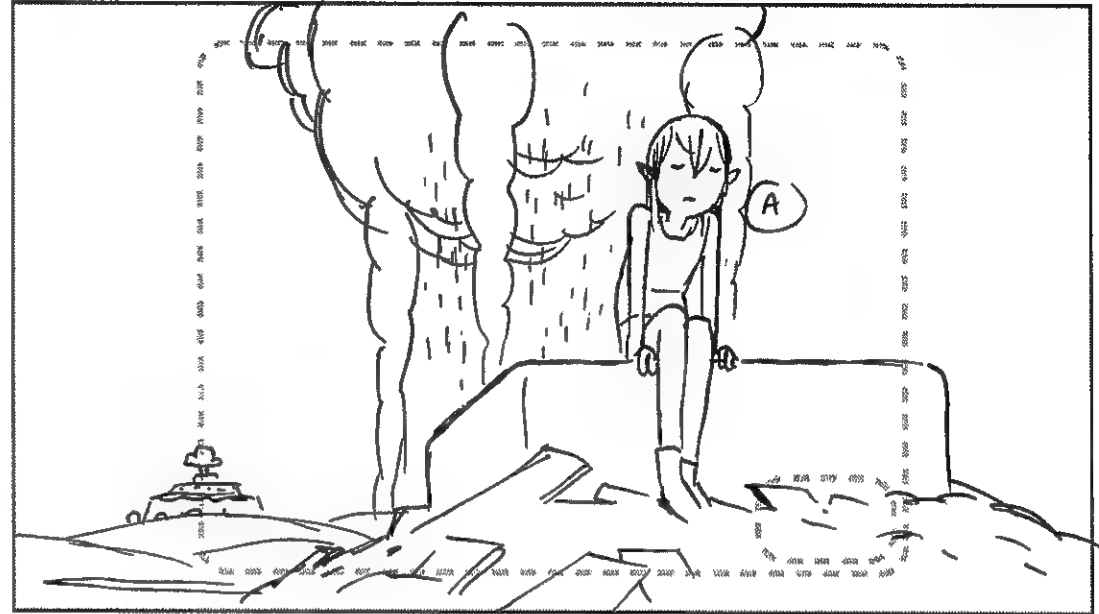


Page 52

Sc. 42 Pnl. C Bg. day night



Sc. 43 Pnl. A Bg. day night



Dialog:

(M:) Better late than never I guess.

Action:

Timing:

III

112

EPISODE # 1034-219

Production :

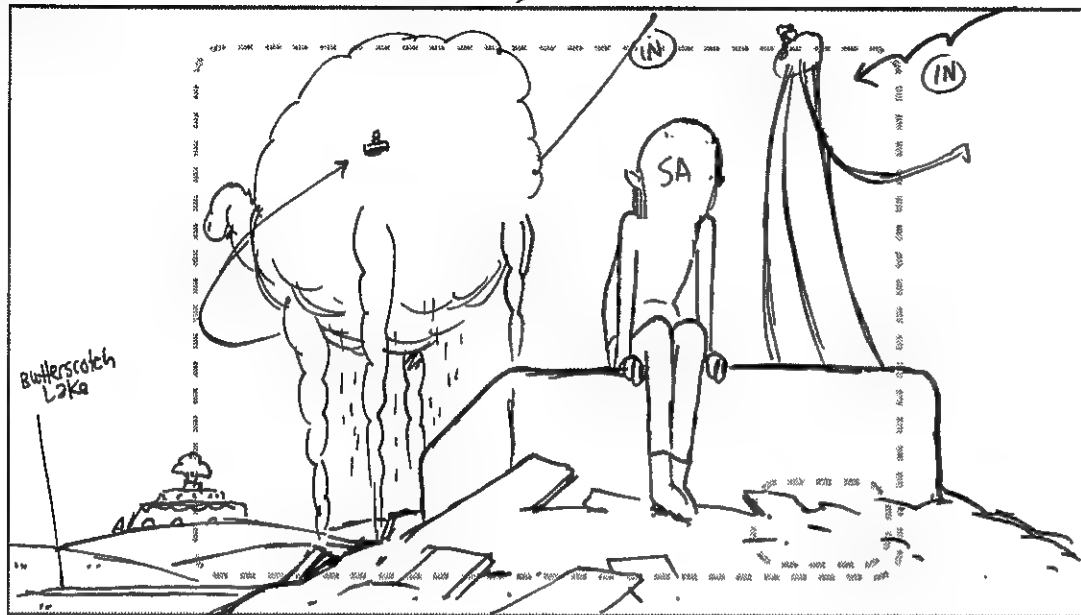
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ADVENTURE TIME

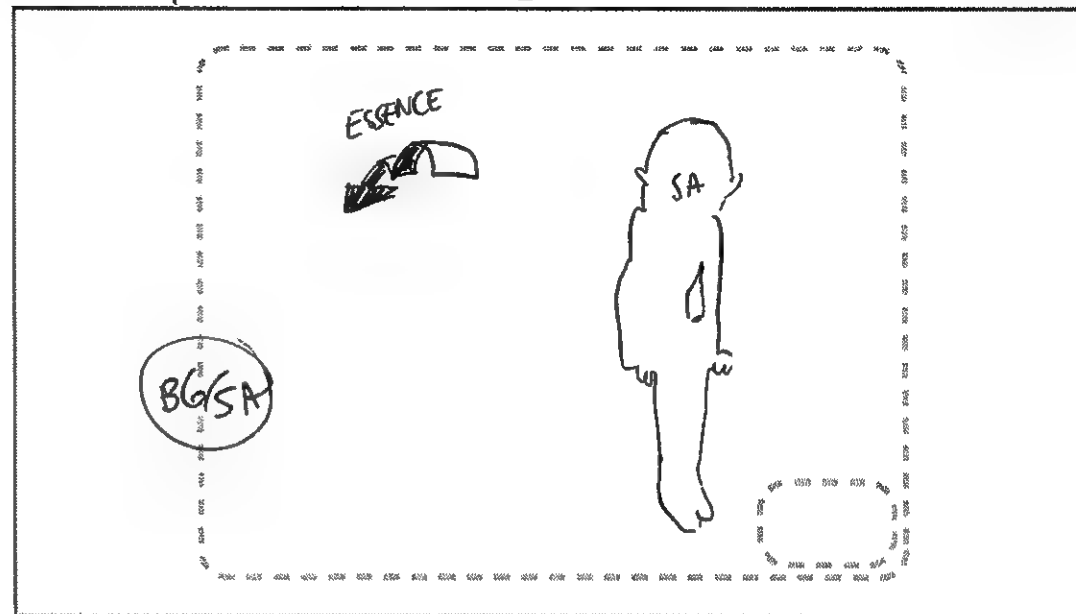


Page 57

Sc. 43 Pnl. B Bg. day night




Sc. 43 Pnl. C Bg. day night



Dialog: (M) * BIG INHALE * HOLD * BIG EXHALE *

- BEAT -

Action: - PB and F+J follow Essence.

Timing: 

113

114

EPISODE # 1034-219

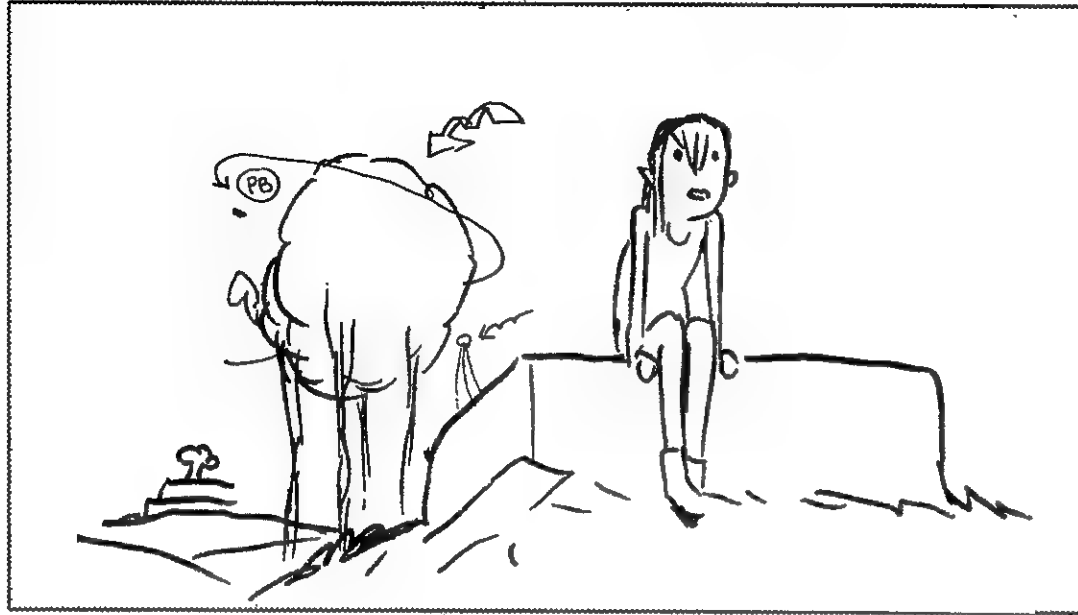
Production :

ADVENTURE TIME

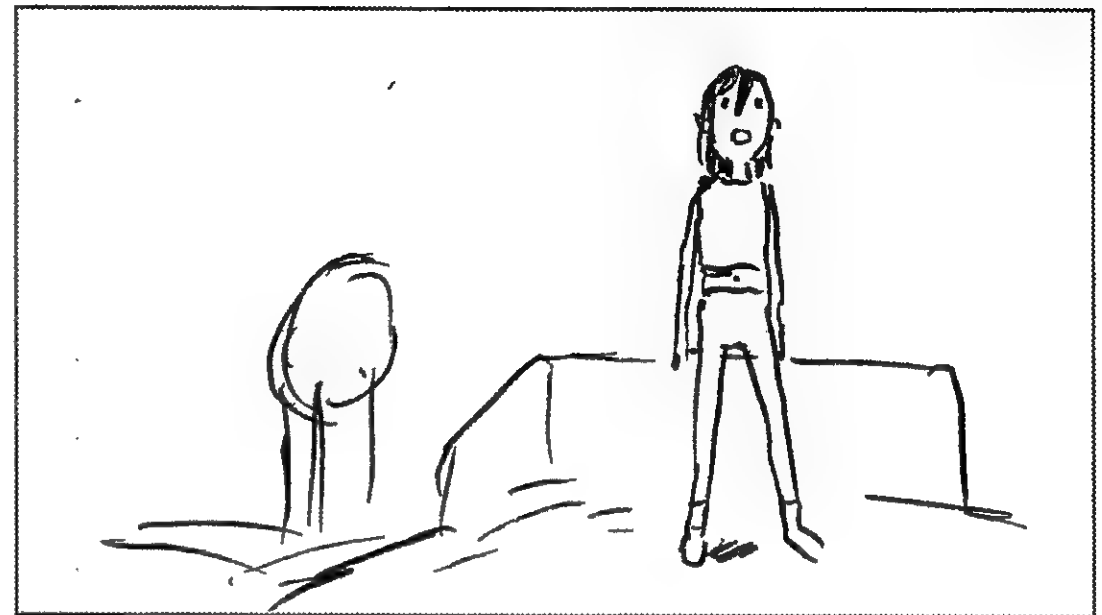


Page 58

Sc. 43 Pnl. D Bg. day night



Sc. 43 Pnl. E Bg. day night



Dialog:

(M) ♪ Smelled something
Bad -
Just a sec
now it's gone - ♪

Action:

Timing:

115

(M) → ♪
was it there
all along? ♪

116

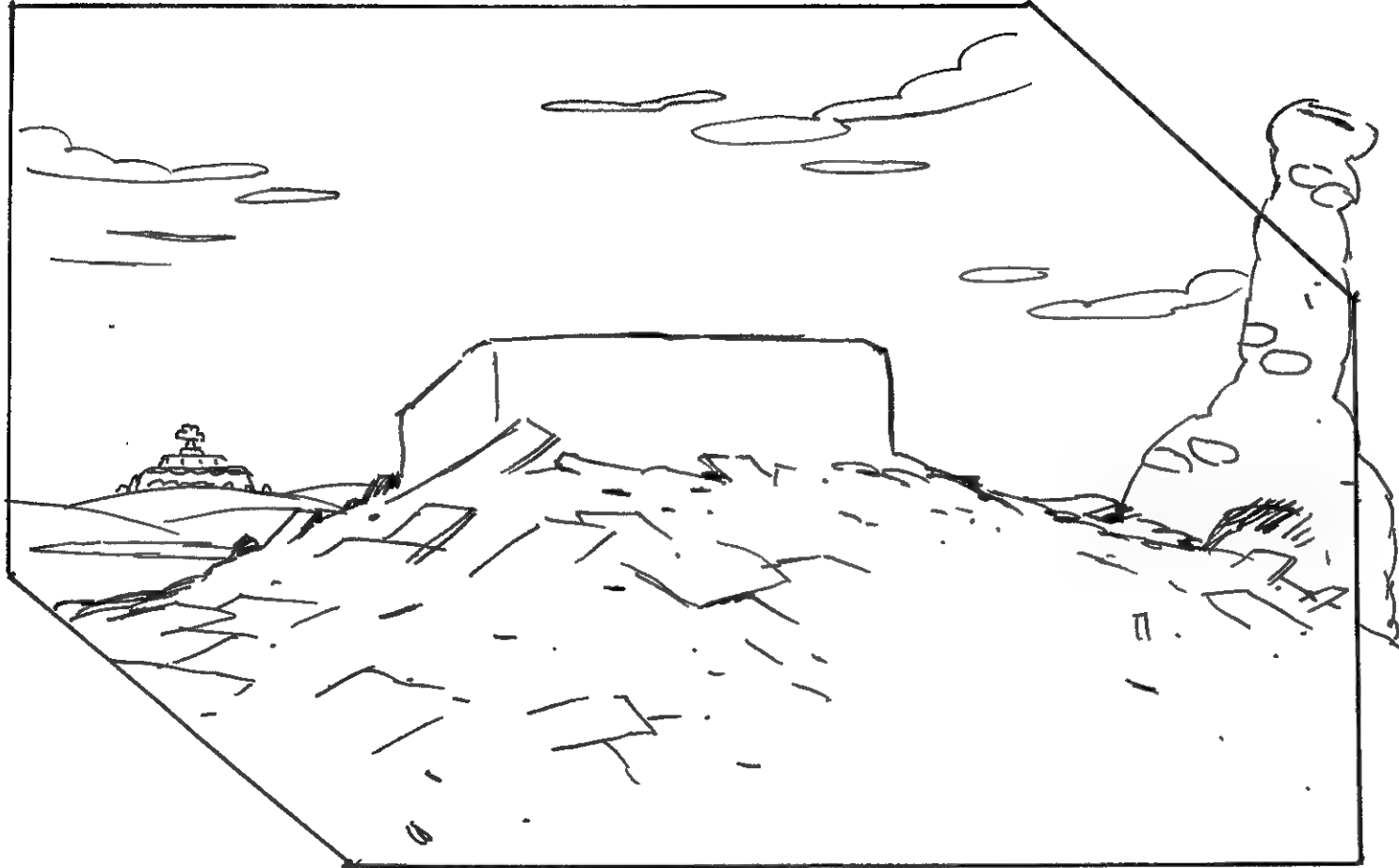
1034-219

EPISODE #

Production :

sc. 43 pnl. F (BG)

pg 59



1034-219

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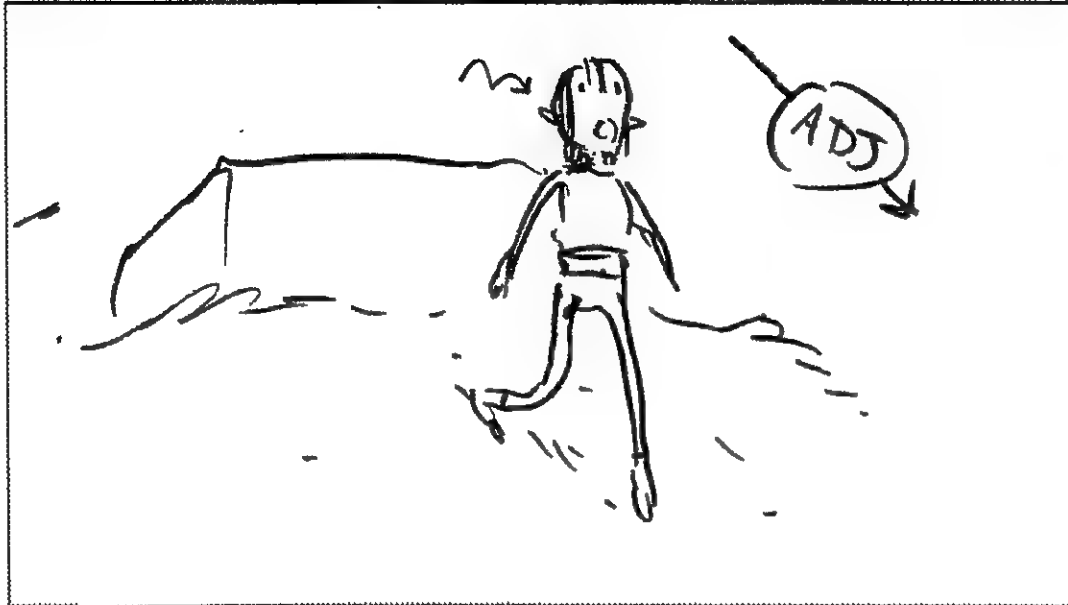
118

ADVENTURE TIME



Page 60

Sc. 43 Pnl. G Bg. day night



Sc. 43 Pnl. H Bg. day night



Dialog:

(M) ♪
smelled like
garbage and
cheese ♪

Action:

-M. WALKS DOWN HILL,

Timing:

(M) Was it
just on the
breeze? ♪

119

120

1034-219

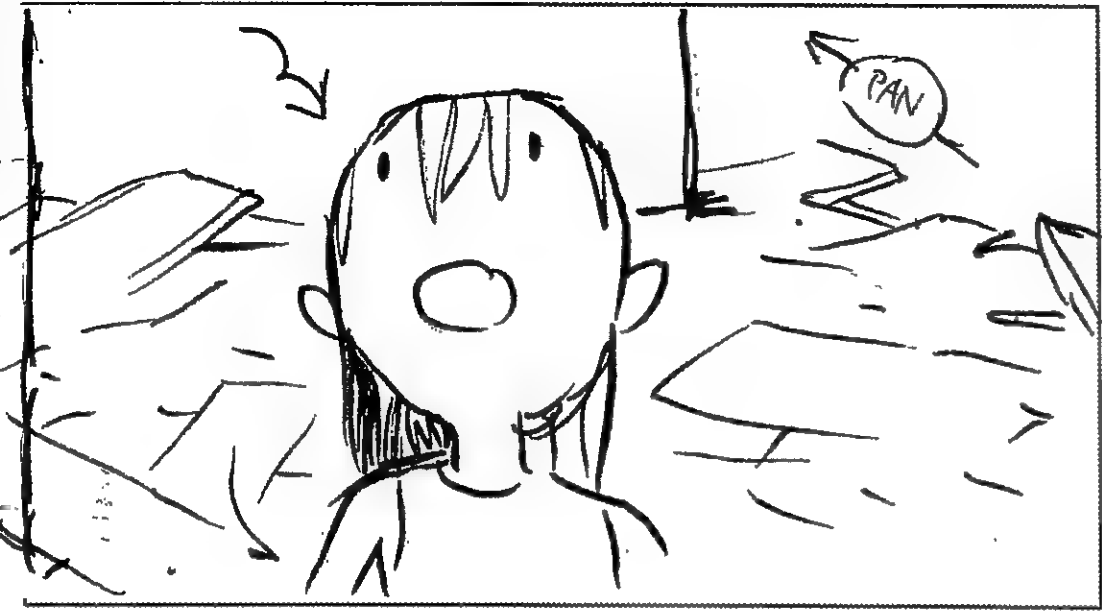
EPISODE #

Production :

ADVENTURE TIME



Sc. 44 Pnl. A Bg. day night



Sc. 44 Pnl. B Bg. day night



Dialog:

(M:) ♪ or was it me?

Action:

Timing:

121

...

-Marceline stops walking

122

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EPISODE # 1034-219 Production :

ADVENTURE TIME



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Page _____

Sc. 45 Pnl. A Bg. day night



Sc. 45 Pnl. B Bg. day night



Dialog:

A. (M) Was it ree-al-i-tee?

Action:
OVER
LAP

Timing:

B. (IK) Was it ree-al-i-tee?
123



1034-219

EPISODE #

Production :

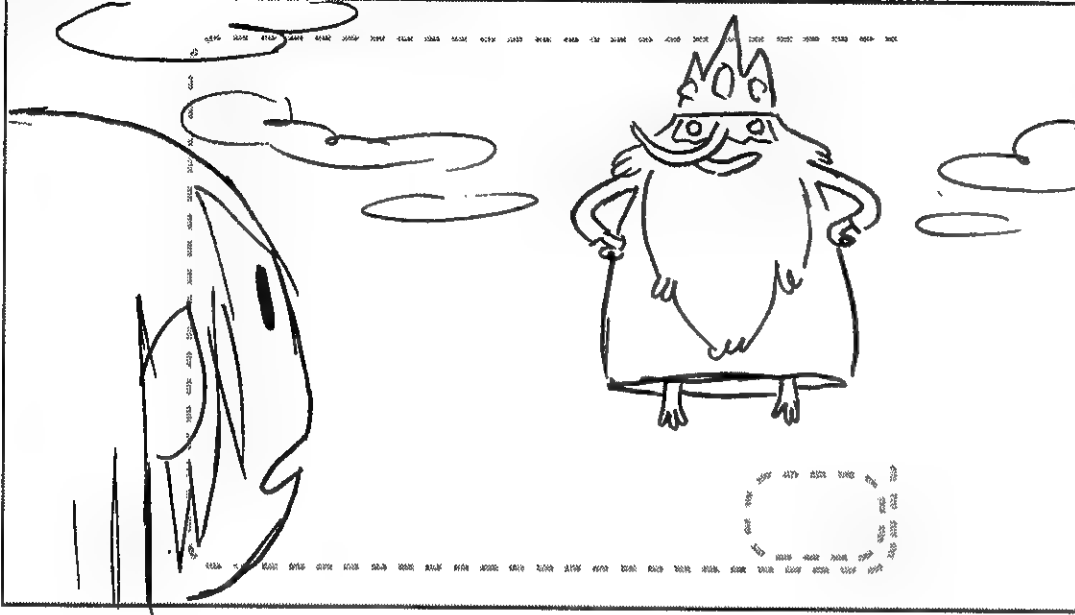
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ADVENTURE TIME

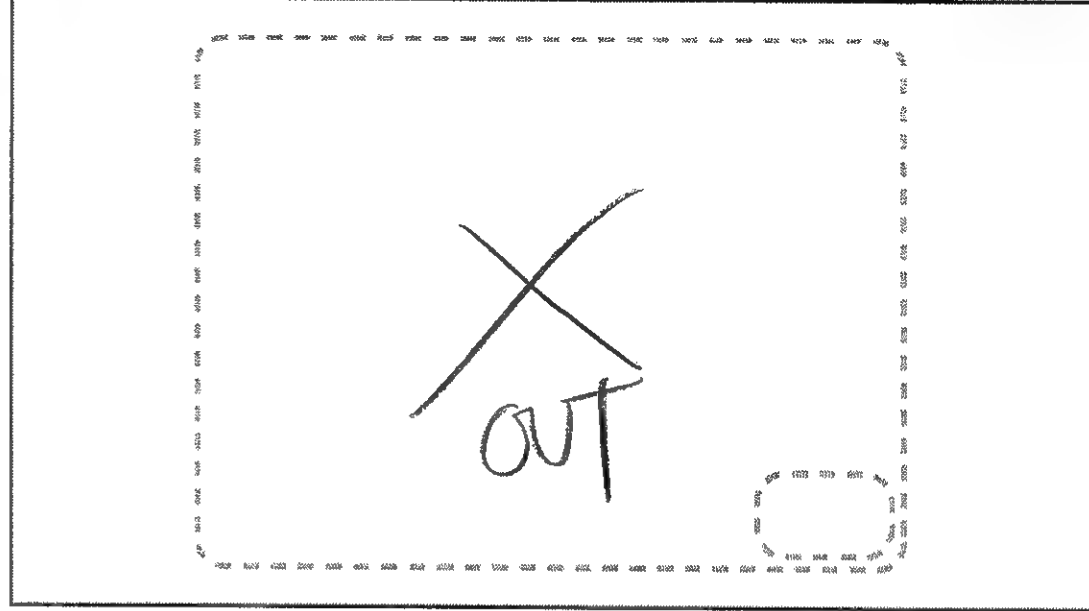


Page 63

Sc. 46 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(IK) (JOLLY) You remembered my song! *chuckle*

Action:

-IK HOVERS IN AIR.

Timing:

125

126

EPISODE # 1034-219

Production :

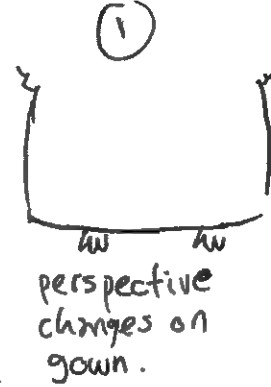
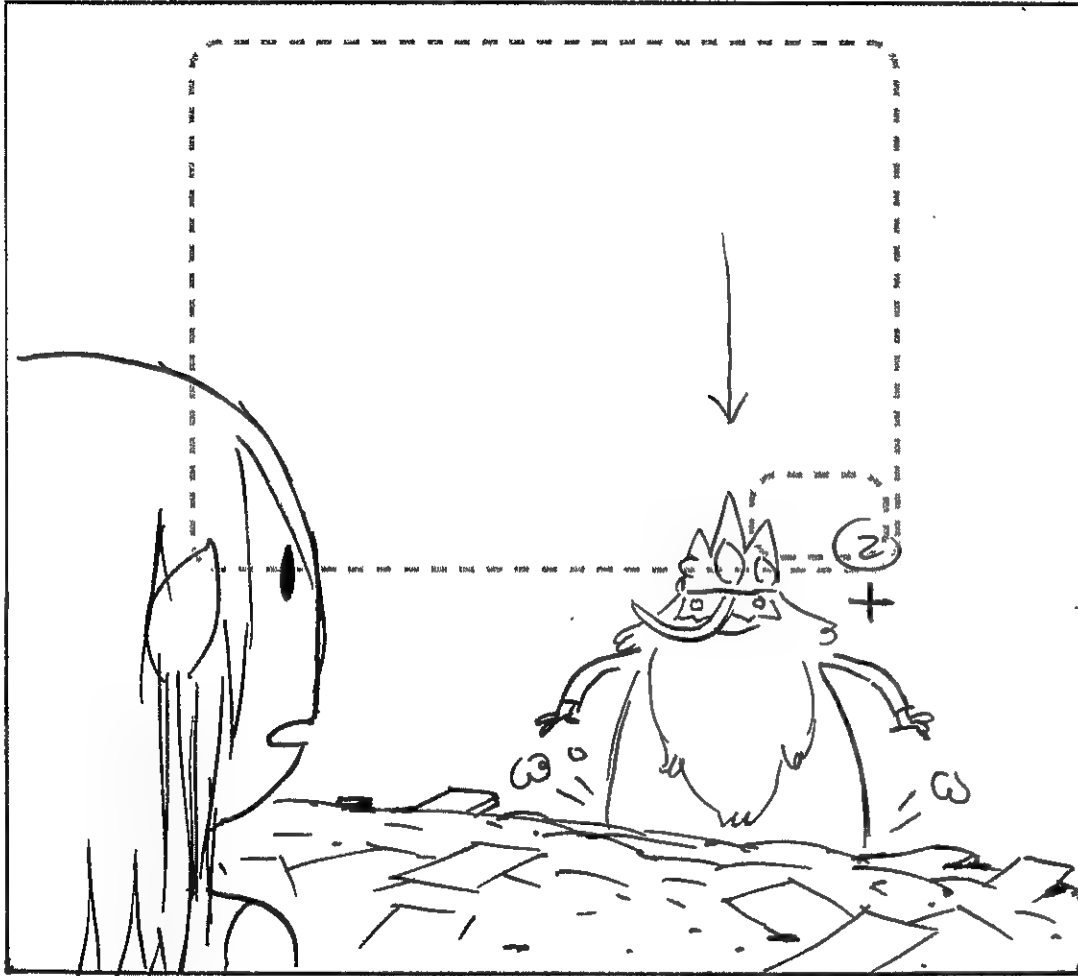
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ADVENTURE TIME



Page 64

Sc. 46 Pnl. B Bg. day night



Dialog:	MARCELINE: Simon? Whu- What are you doing here?
Action:	- Iceking floats down and lands in debris, then walks forward.
Timing:	

Production : EPISODE # 1034-219

127

128

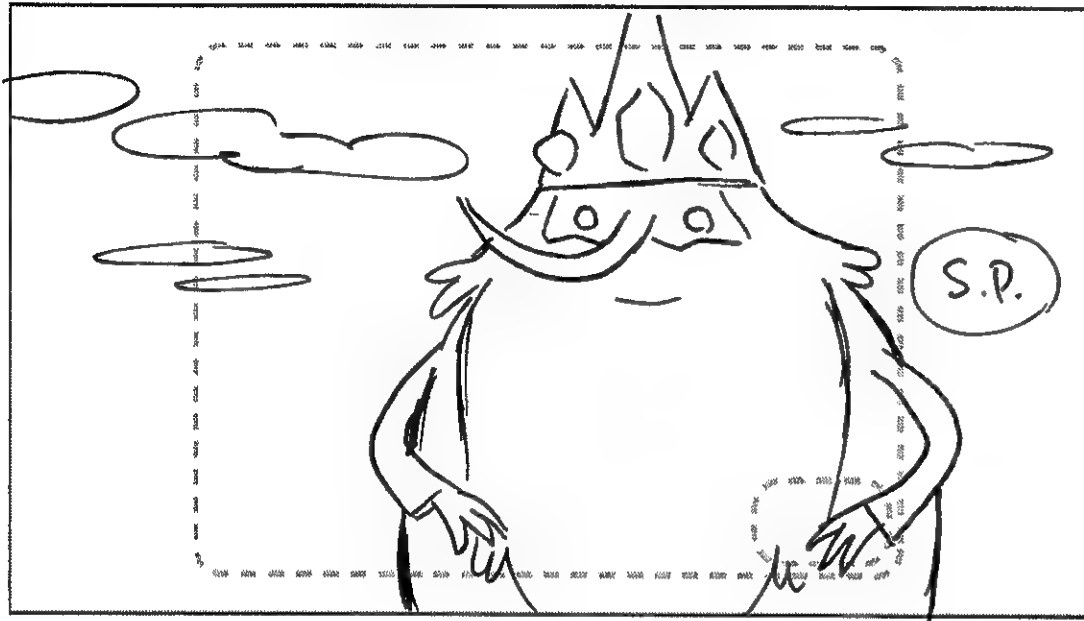
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ADVENTURE TIME

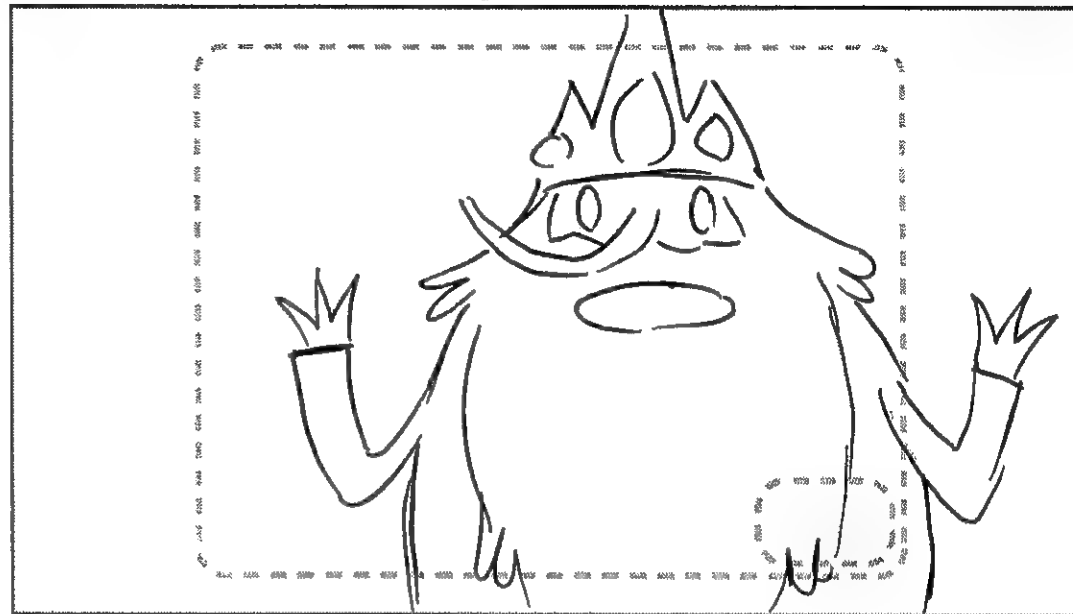


Page 65

Sc. 47 Pnl. A Bg. day night



Sc. 47 Pnl. B Bg. day night



Dialog:	(K)(like a big ol' gossip queen) <u>WELL,</u>
Action:	
Timing:	
129	130

EPISODE # 1034-219

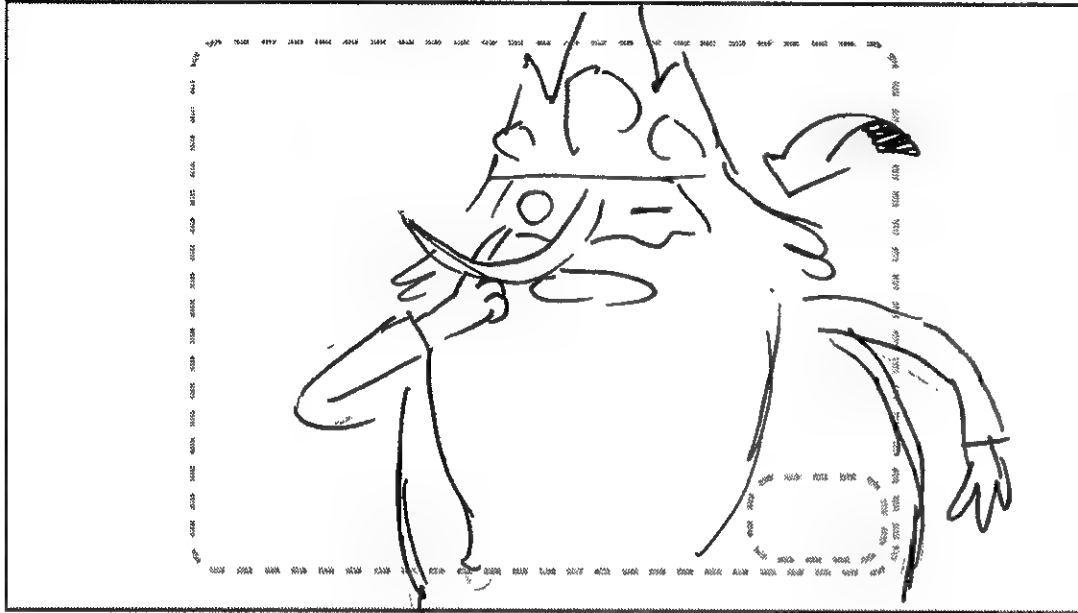
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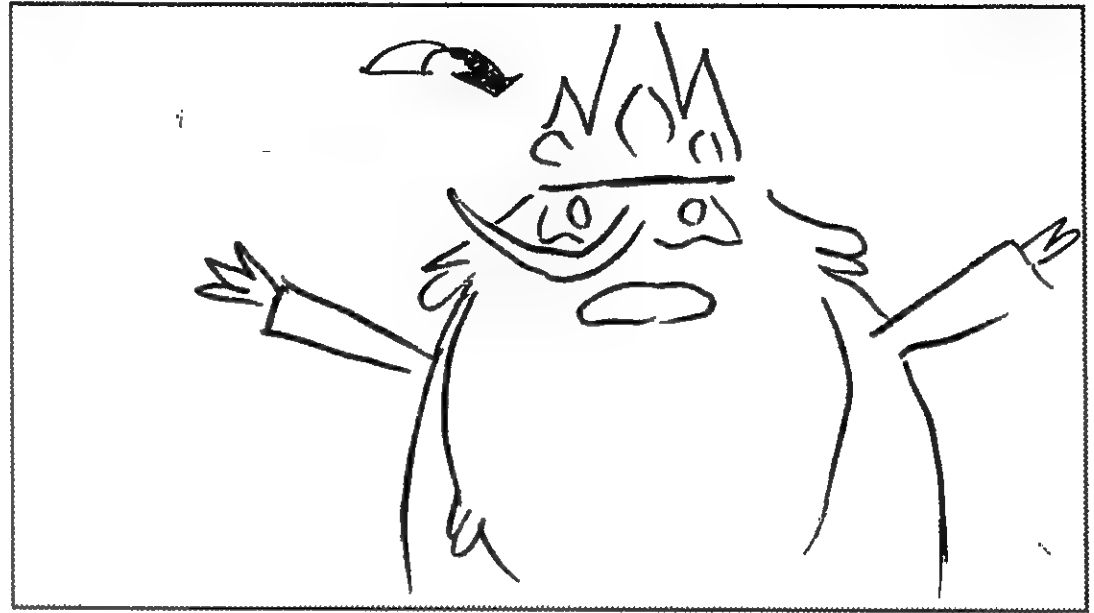
ADVENTURE TIME



Sc. 47 Pnl. C Bg. day night



Sc. 47 Pnl. D Bg. day night



Dialog:

(11K) I saw through my peeping scope → that everything was going boom and exploding and monsters -

Action:

Timing:

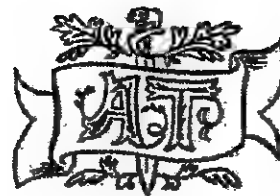
131

132

EPISODE# 1034219

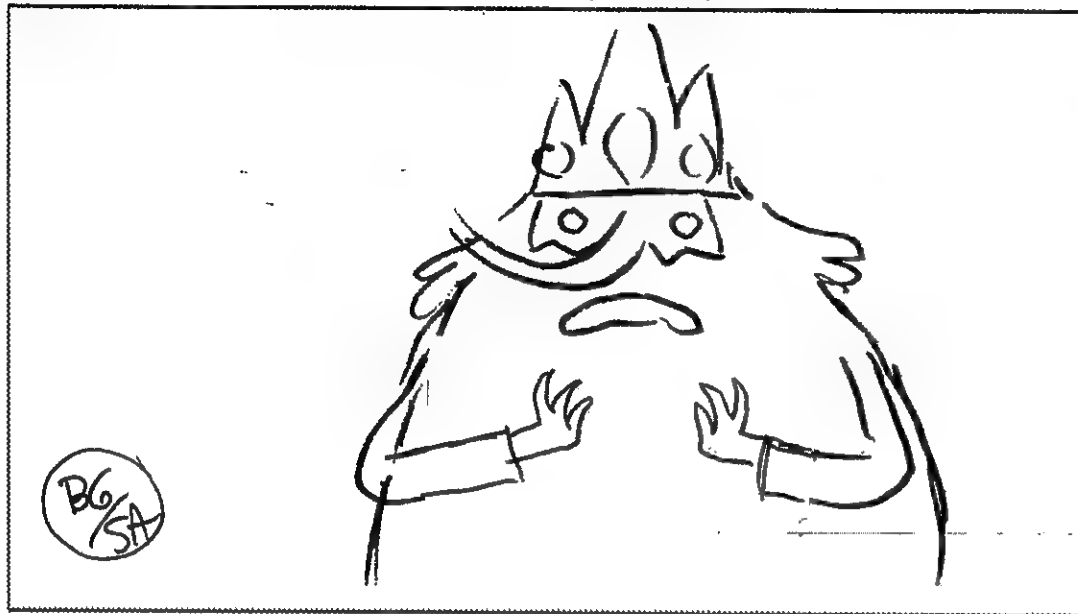
Production :

ADVENTURE TIME

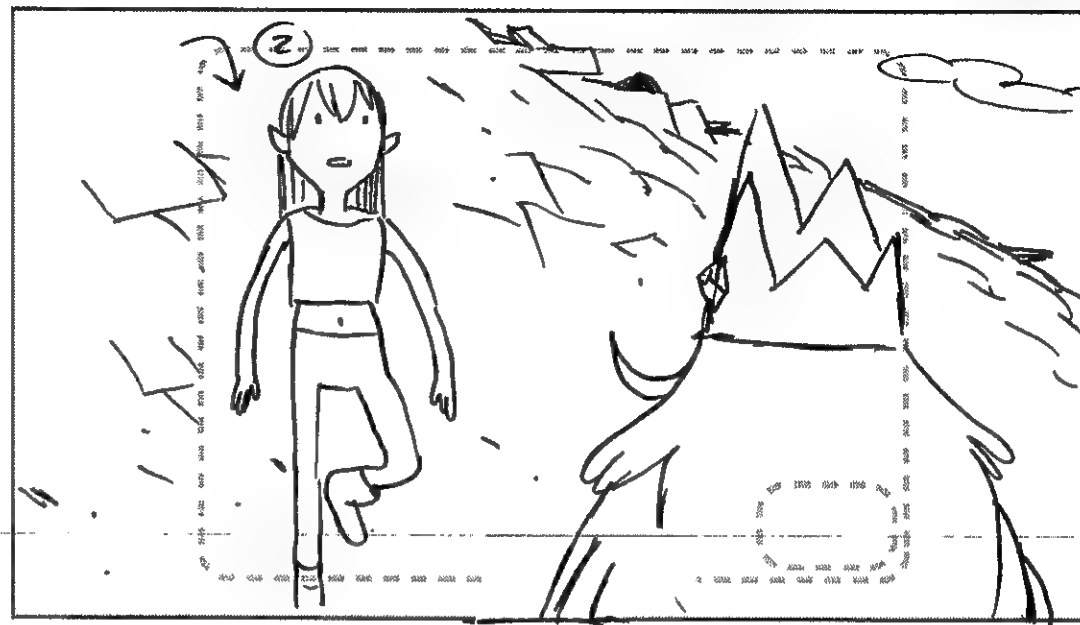


Page 67

Sc. 47 Pnl. E Bg. day night



Sc. 48 Pnl. A Bg. day night



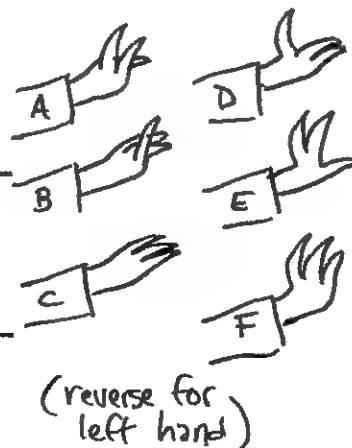
EPISODE # 1034-219

Dialog: (IK:) → and all my friends were in GRAVE danger and HORRIBLE torment...

Action: ICE KING moves his fingers nervously (very fast cycle) FABCDEFABCDEF etc.

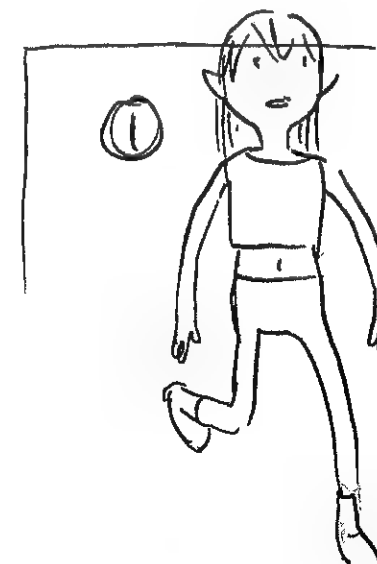
Timing:

133



(M:) And you wanted to help?

- M WALKS TOWARDS IK.



134

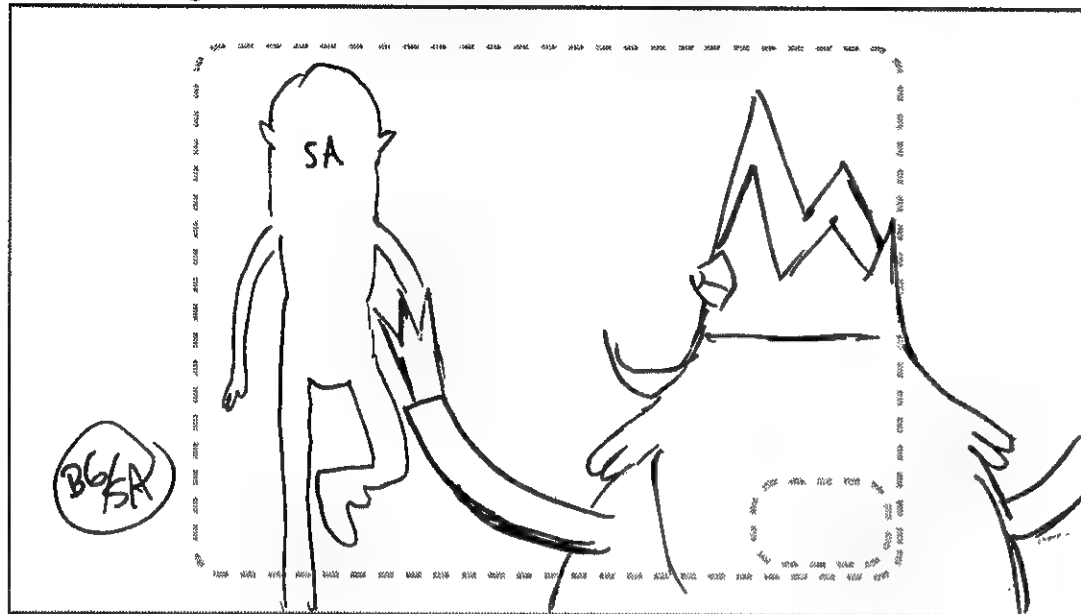
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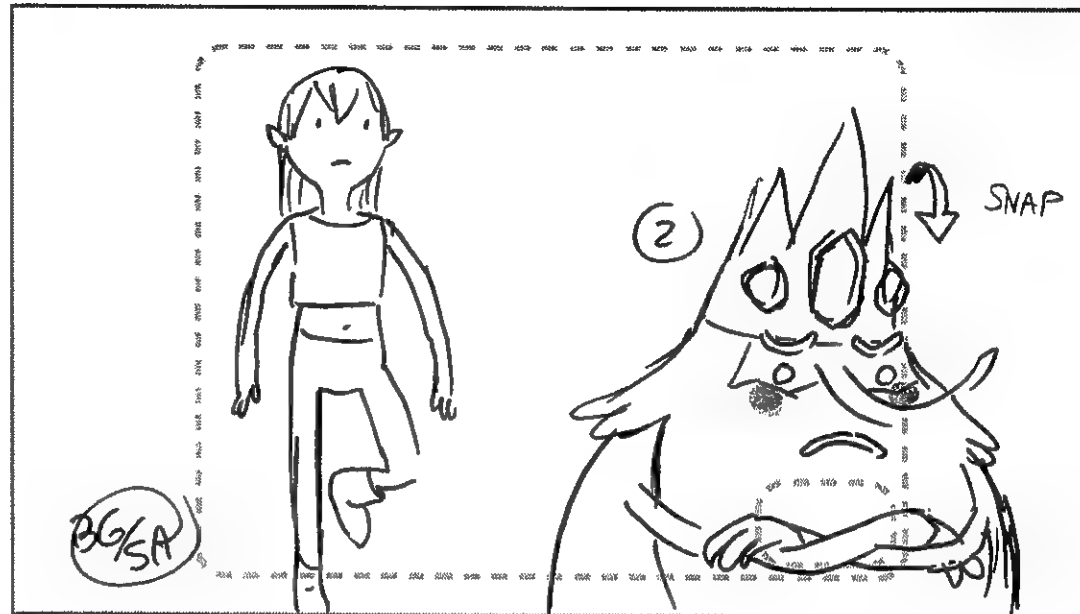


Page 68

Sc. 48 Pnl. B Bg. day night



Sc. 48 Pnl. C Bg. day night



Dialog:

(IK) NO!

Action:

Timing:

135

(IK) ① I felt left-out...
② I'm just a phone
call away y'know.



136

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ADVENTURE TIME



Page 69

Sc.

48

Pnl.

D

Bg.

day night

Sc.

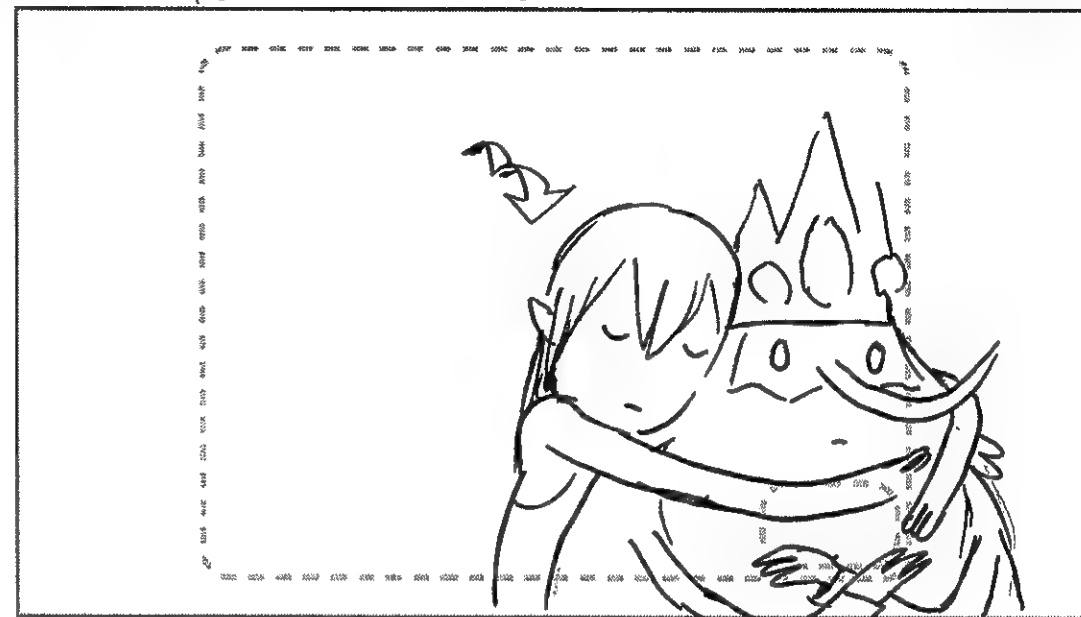
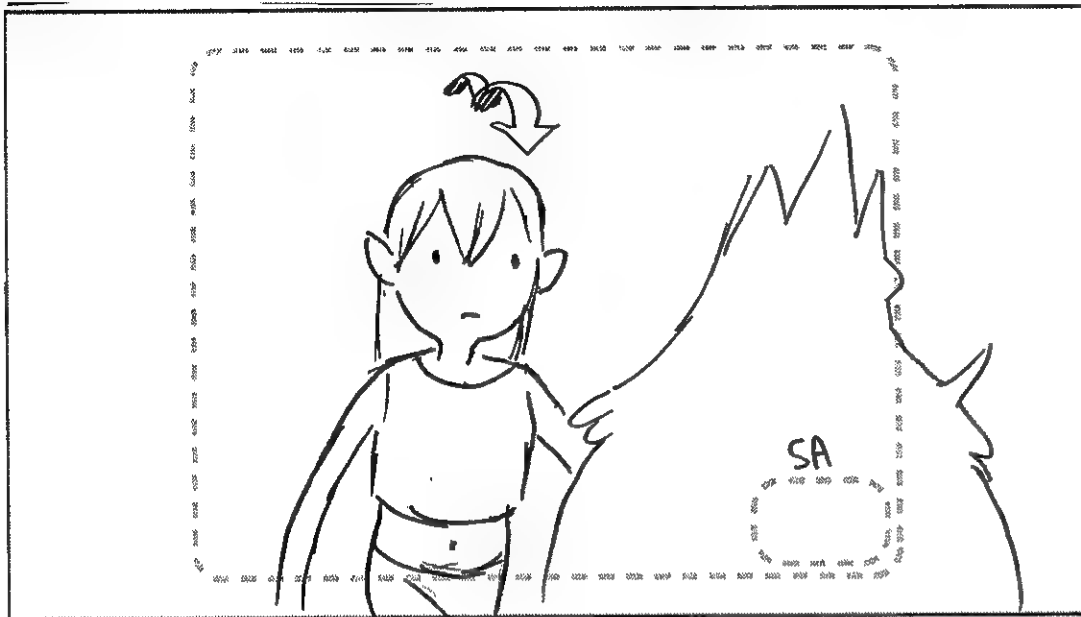
48

Pnl.

E

Bg.

day night



Dialog:

(M:) * affectionate hum *

Action:

- Marceline hugs Ice King.

Timing:

137

138

EPISODE# 1034-219

Production :

ADVENTURE TIME



Page 70

Sc. 49 Pnl. A Bg. day night



Sc. 49 Pnl. B Bg. day night



Dialog:

(M:) I'm sorry
Simon ...

Action:

Timing:

139

(M:) Next time
for sure, ..

140

1034-219

EPISODE #

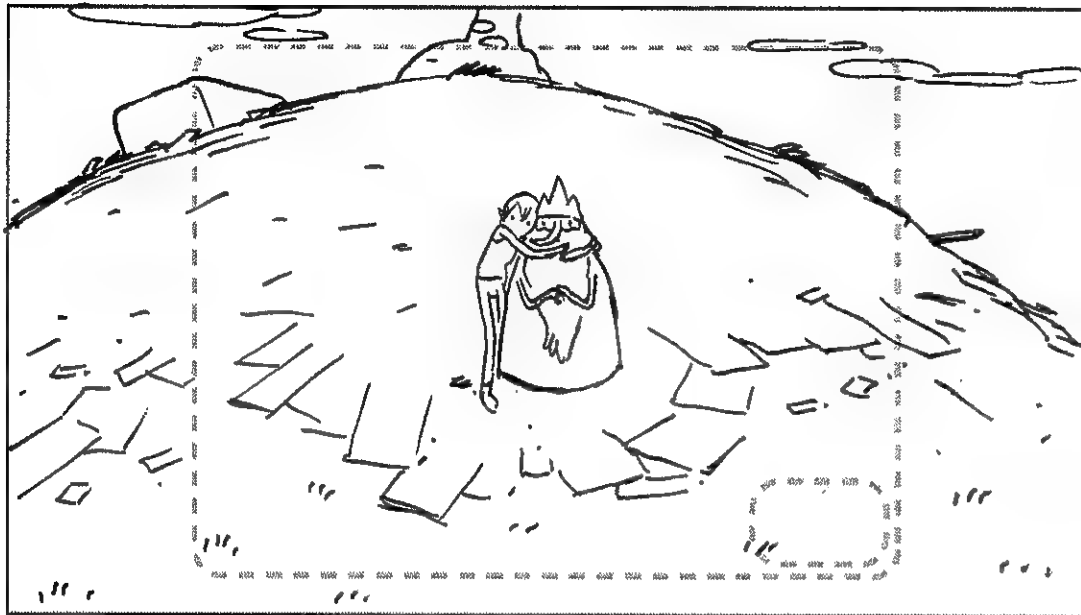
Production :

ADVENTURE TIME

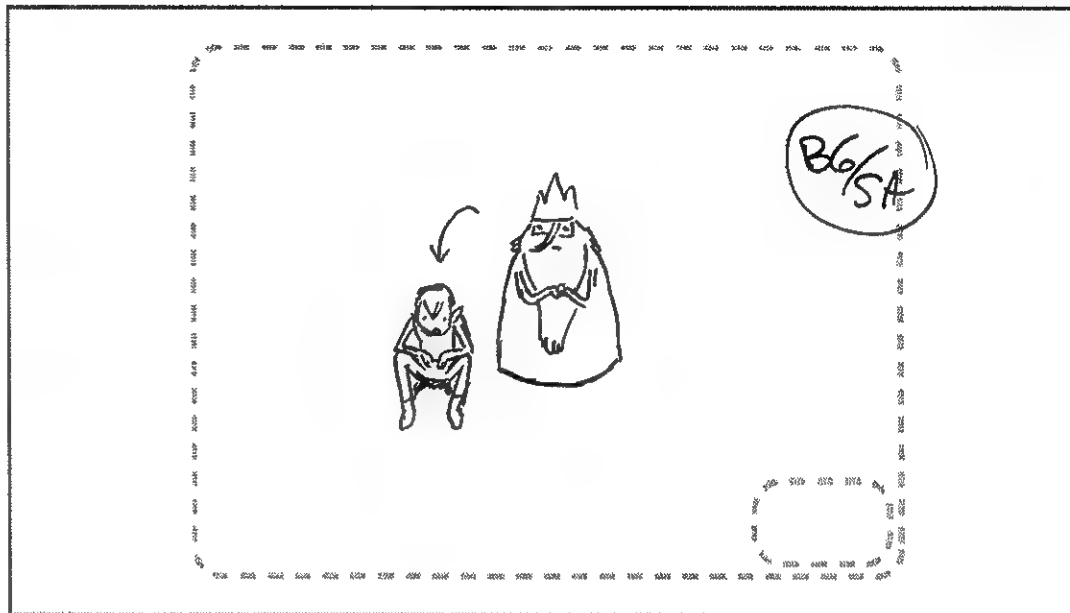


Page 71

Sc. 50 Pnl. A Bg. day night



Sc. 50 Pnl. B Bg. day night



Dialog:

- ① (M) * slow inhale, slow exhale *
② - BEAT -

(M:) Anyway you don't want in on this fight. This one's a loser.

Action:

- Marceline sits, dejectedly

Timing:

141

142

EPISODE # 1034-219

Production :

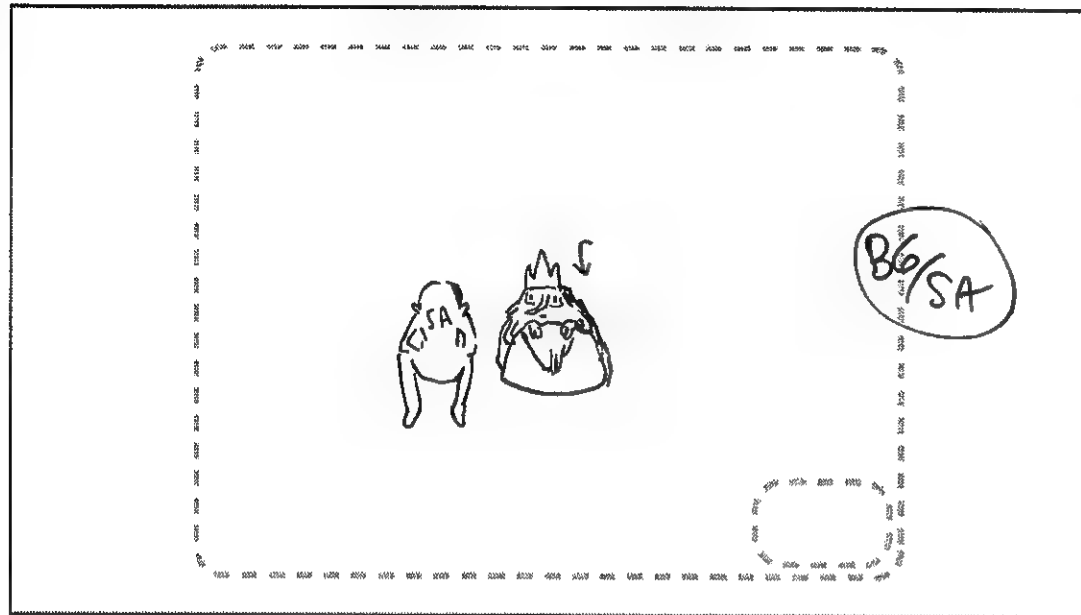
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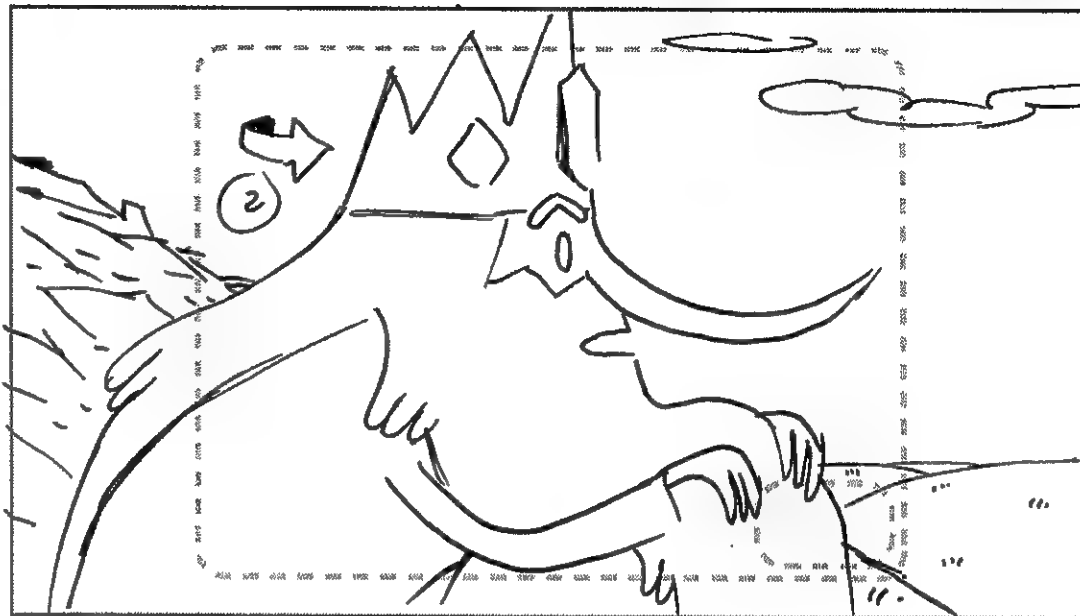


Page 72

Sc. 50 Pnl. C Bg. day night



Sc. 51 Pnl. A Bg. day night



Dialog:	(IK) Oh... I see -	(IK) Sittin' this one out huh?
Action:		maybe speak then turn ?? - Tom
Timing:	143	144

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 73

Sc. 52 Pnl. A Bg. day night



Sc. 52 Pnl. B Bg. day night



Dialog:

(M) Yeah I guess -

Action:

(M) And don't try to talk me out of it.

Timing:

145

146

EPISODE # 1034-219

Production :

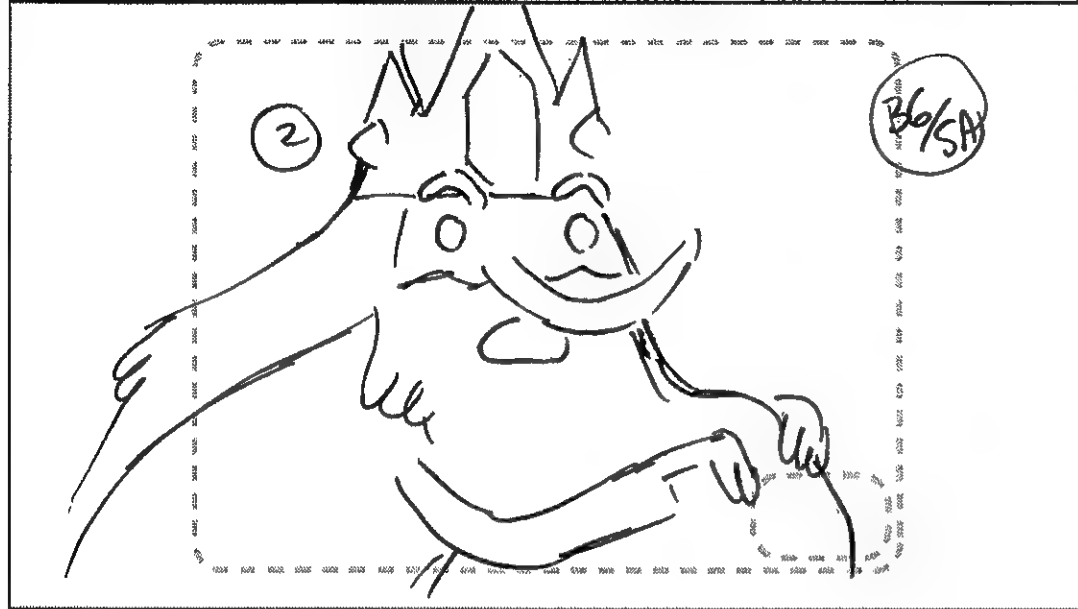
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ADVENTURE TIME



Page 74

Sc. 53 Pnl. A Bg. day night



Sc. 53 Pnl. B Bg. day night



Dialog: (1K) (2) What - no no - (3) I'm right there with ya -

(1K:) You & me - we're SURVIVORS, right -

-1K SHAKES FIST.



147

148

EPISODE # 1034-219

Production :

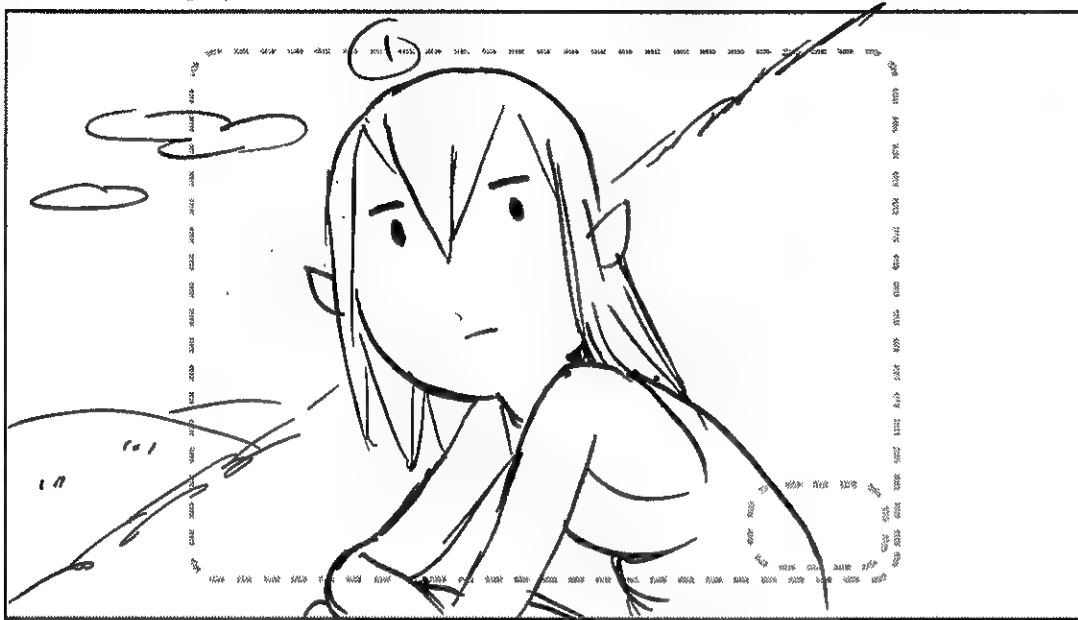
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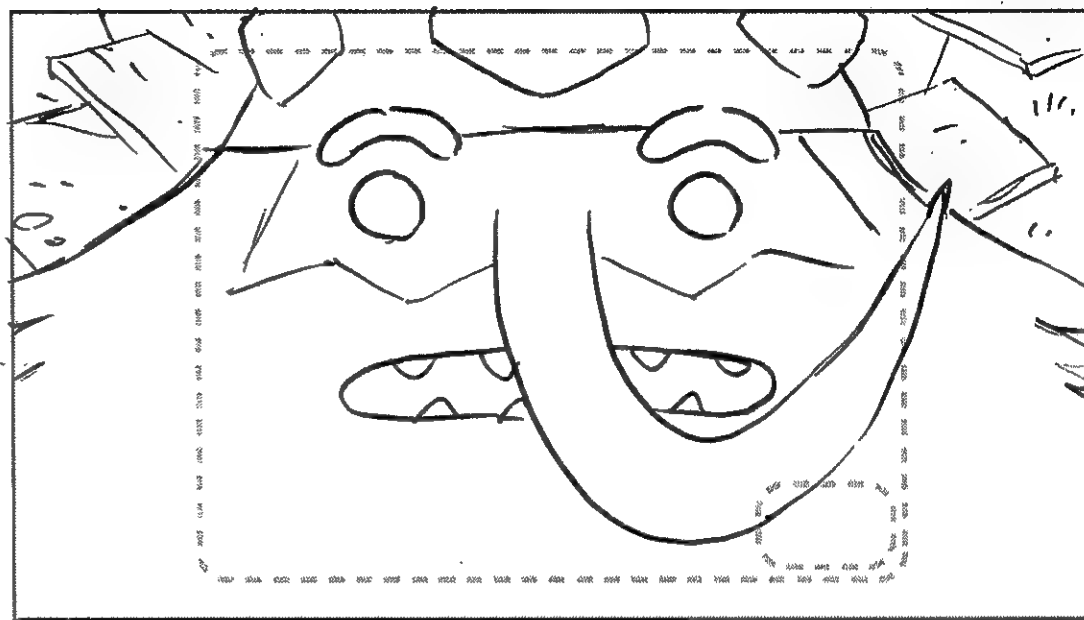


Page 75

Sc. 54 Pnl. A Bg. day night



Sc. 55 Pnl. A Bg. day night



Dialog: (1K) (OS) like... cockroaches,
or rats -

(1K): Sure you could fight & try
to save the day -

Action:

Timing:



150

EPISODE # 1034-219

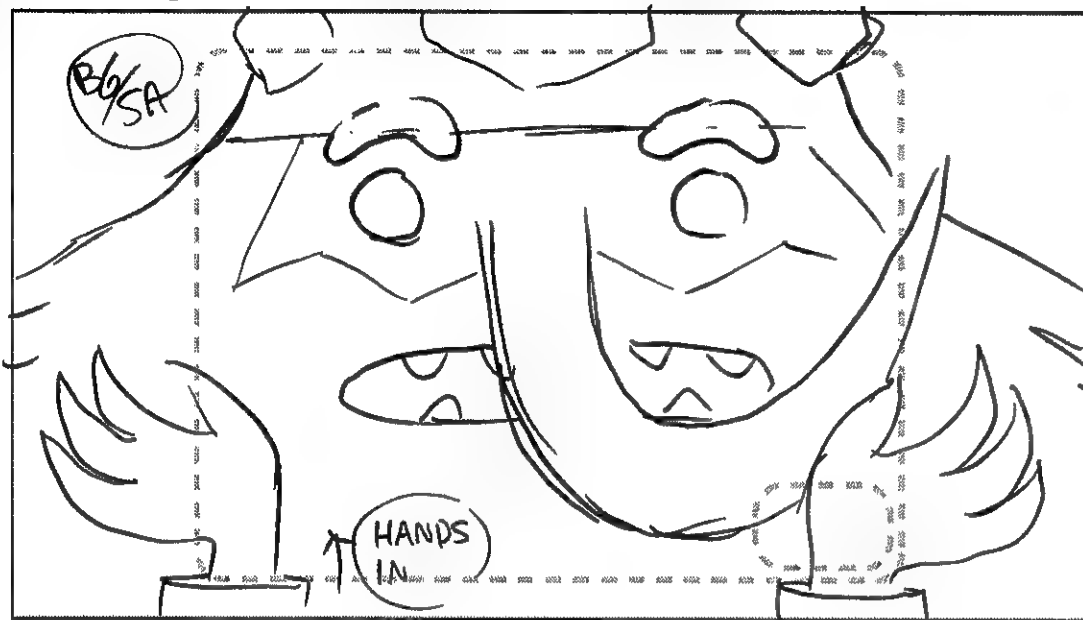
Production :

ADVENTURE TIME

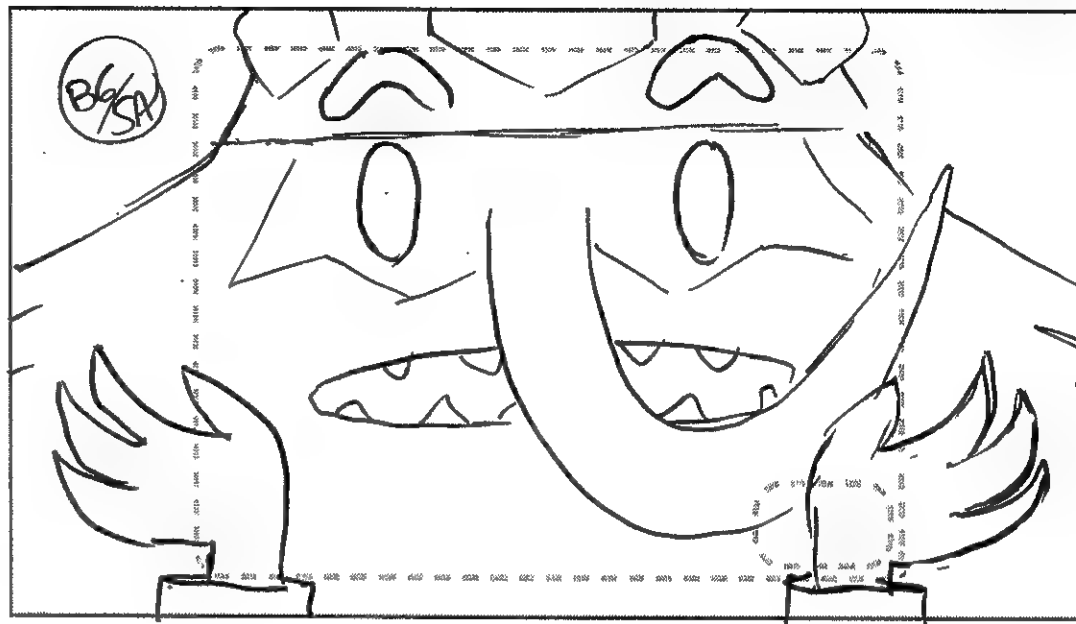


Page 76

Sc. 55 Pnl. B Bg. day night



Sc. 55 Pnl. C Bg. day night



Dialog: (K:) But what if you lose!?
Then what!? —

(K:) you could die.

Action:

Timing:

151

152

EPISODE # 1034-219

Production :

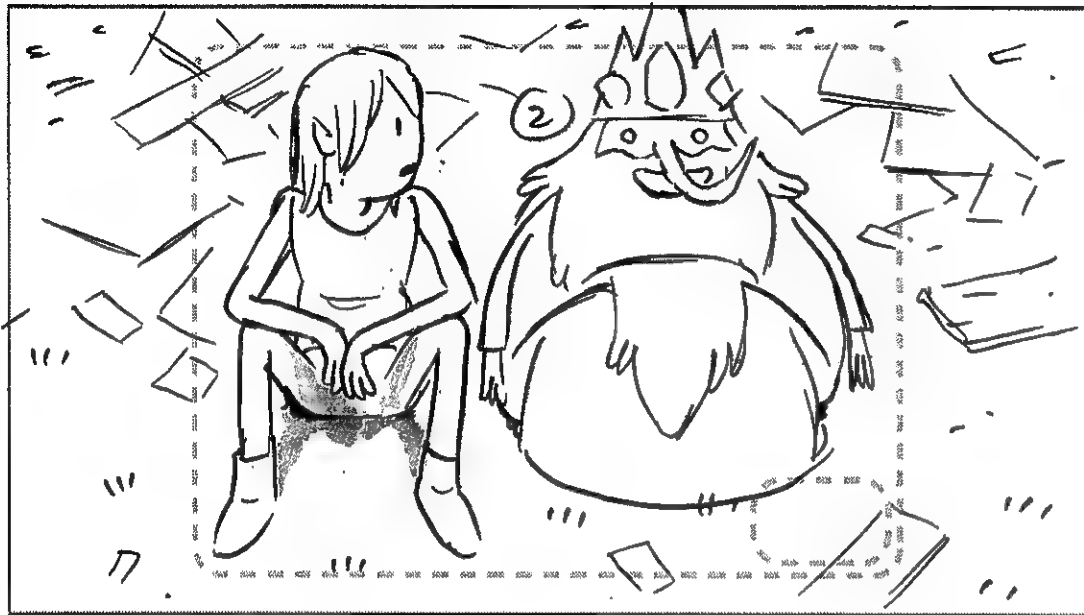
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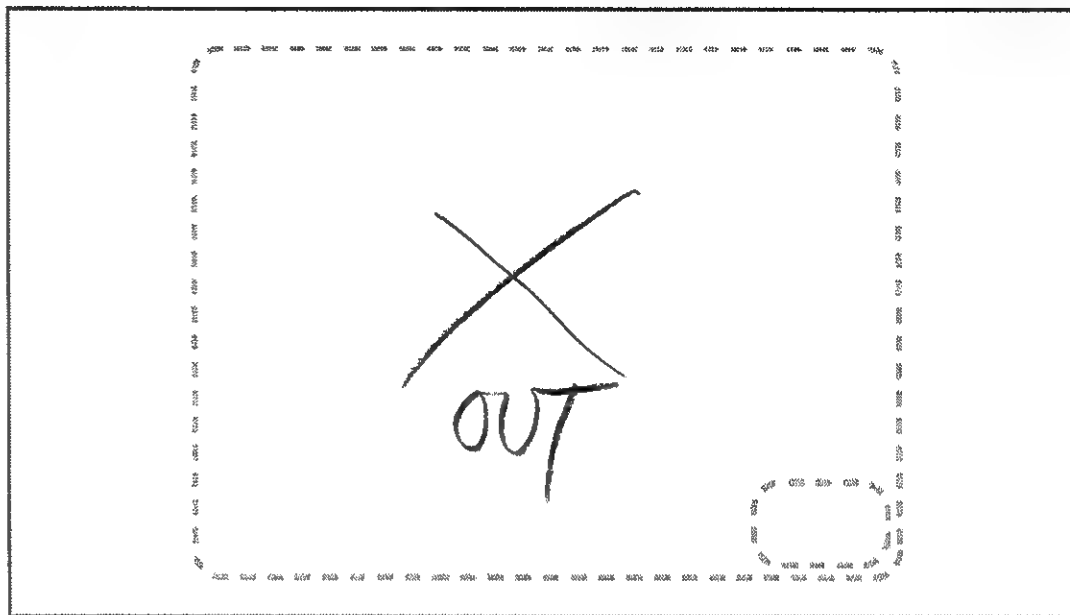


Page 77

Sc. 56 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: (1K) Better to run
& hide like a
rat, —

Action:

Timing:



153

154

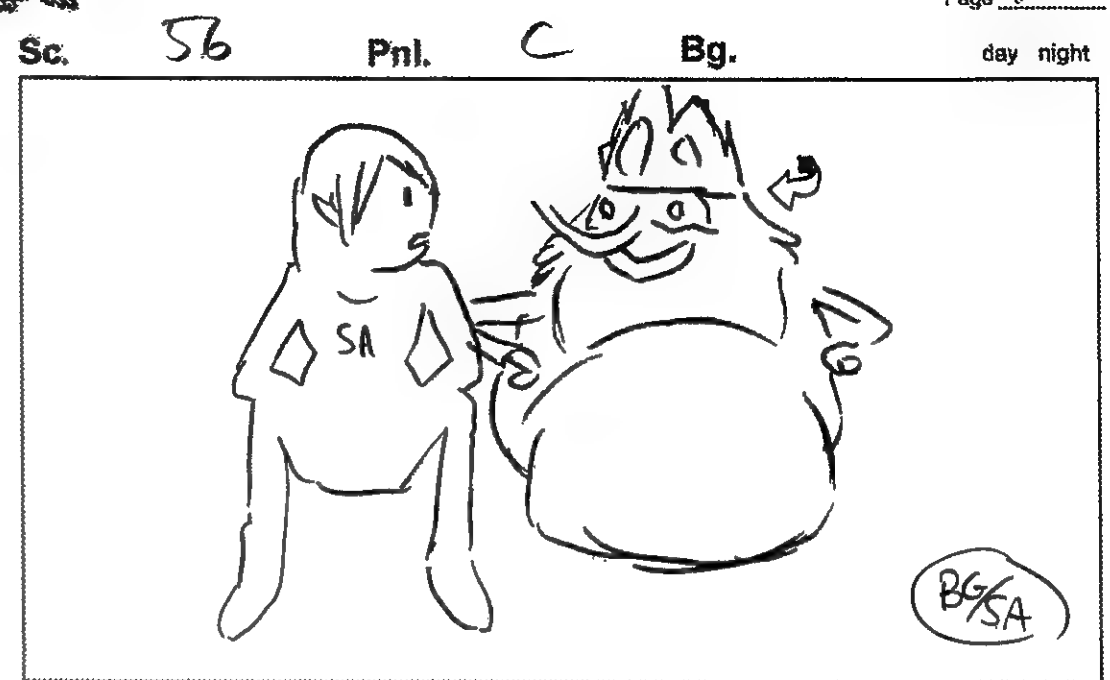
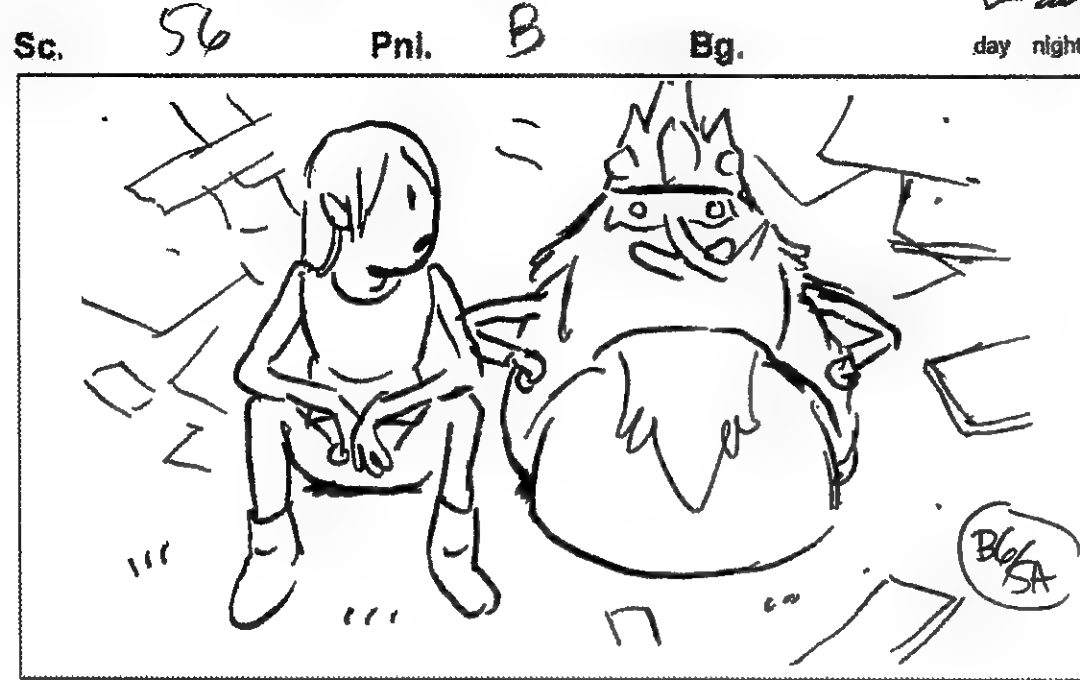
EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 78



1034-219

EPISODE #

Production :

Dialog:

(IK)

→ let the Finns
& Bubblegums of
the world sort it
out -*hahaha*

Action:

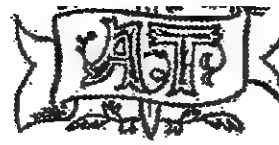
Timing:

155

(IK) Right Buddy!?

156

ADVENTURE TIME



Page 79

Sc. 56 Pnl. D Bg. day night



Sc. 56 Pnl. E Bg. day night



Dialog:	
(1K) Ahhhh...	(M) ugh -
Action: - Ice King hugs Marceline	- Marceline, repulsed, pushes Ice King away.
Timing:	
157	158

ADVENTURE TIME



Page 80

Sc. 57 Pnl. A Bg. day night



Sc. 58 Pnl. A Bg. day night



Dialog:	(M) Did...you just call me a cockroach, Simon?	(1)	(IK) wh- ⁽²⁾ no - nononono > > > <u>no.</u>
Action:			
Timing:	159 +		160

EPISODE # 1034-219

Production :

ADVENTURE TIME

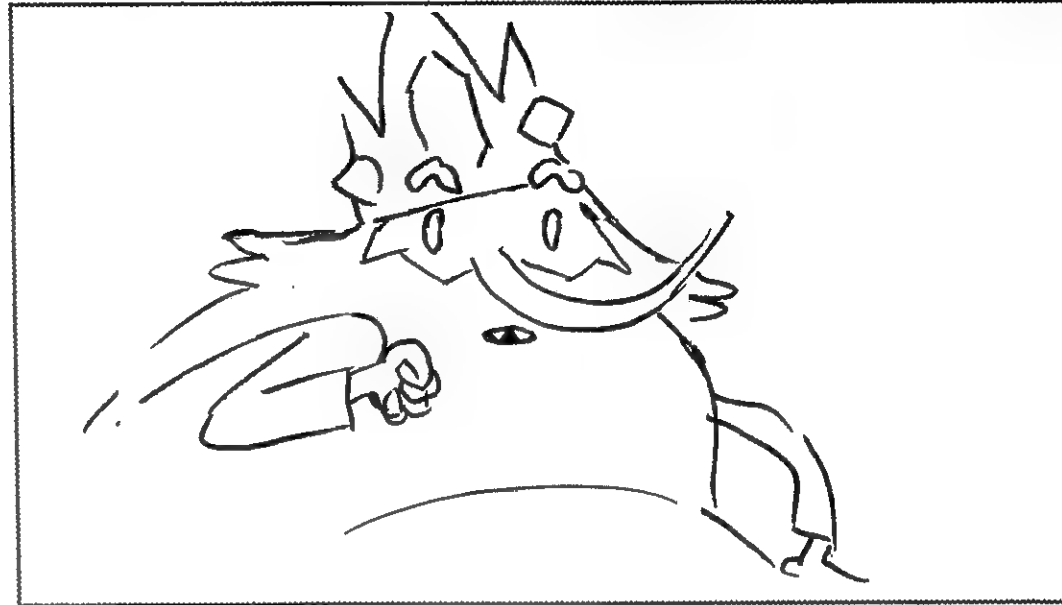


Page 81

Sc. 59 Pnl. A Bg. day night



Sc. 60 Pnl. A Bg. day night



Dialog:	(M) thanks Buddy	(IK:) yes.
Action:		
Timing:	161	162



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ADVENTURE TIME



Page 82

Sc. Pnl. Bg. day night

FADE TO
BLACK?
or
WIPE?
...
something

Sc. Pnl. Bg. day night

OUT

Dialog:
Action:
Timing:

163 164

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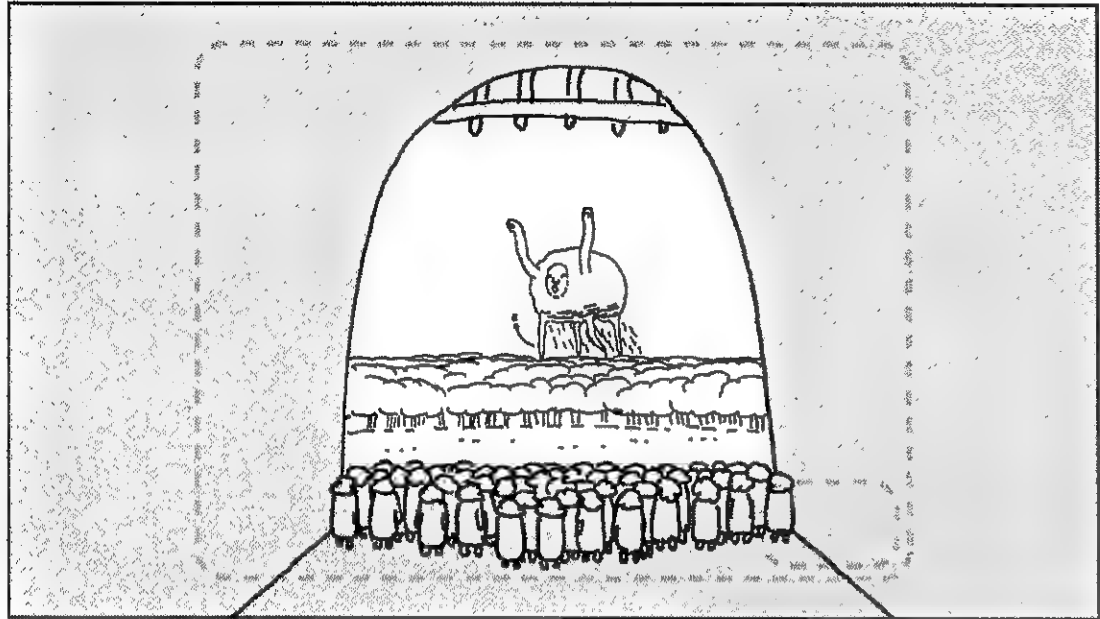


Sc. 61

Pnl. A

Bg.

day night

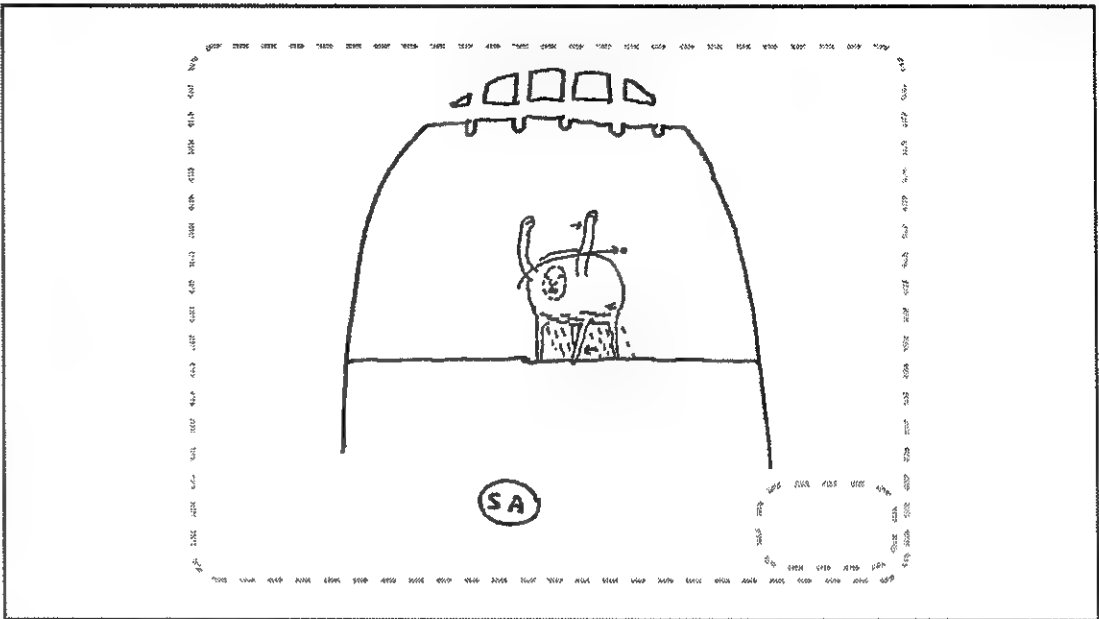


Sc. 61

Pnl. B

Bg.

day night



Dialog:

(SFX) (BATTLE NOISES IN THE DISTANCE)

Action:

- B. GUARDS CLUSTERED IN GATEWAY,

Timing:

165

166

EPISODE # 1034-219

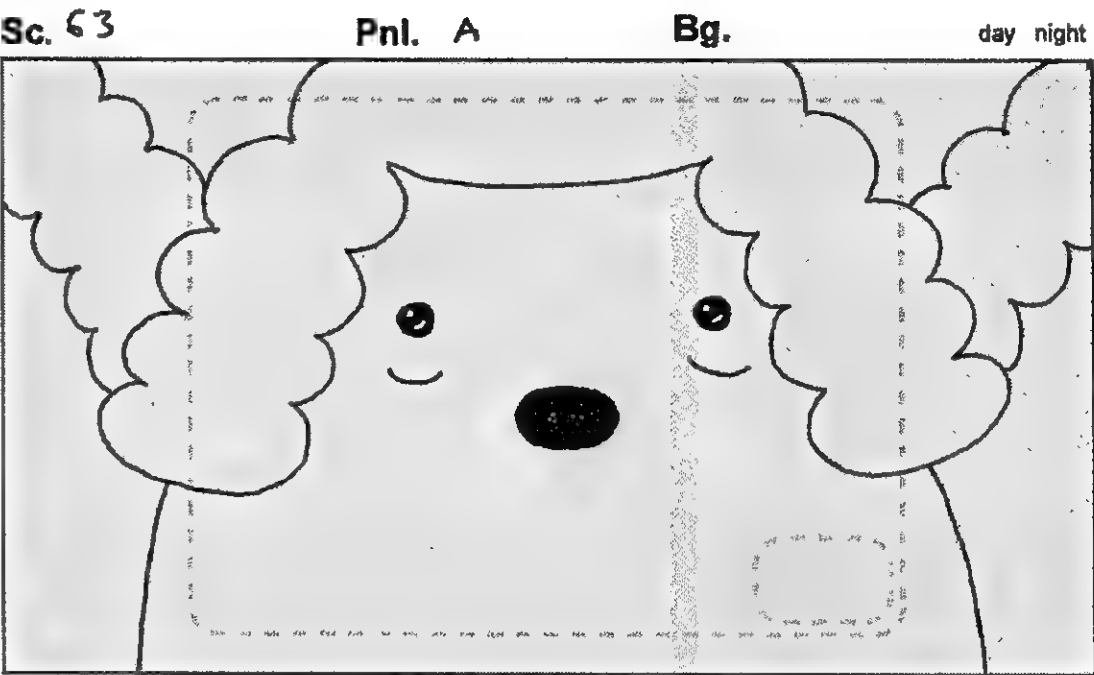
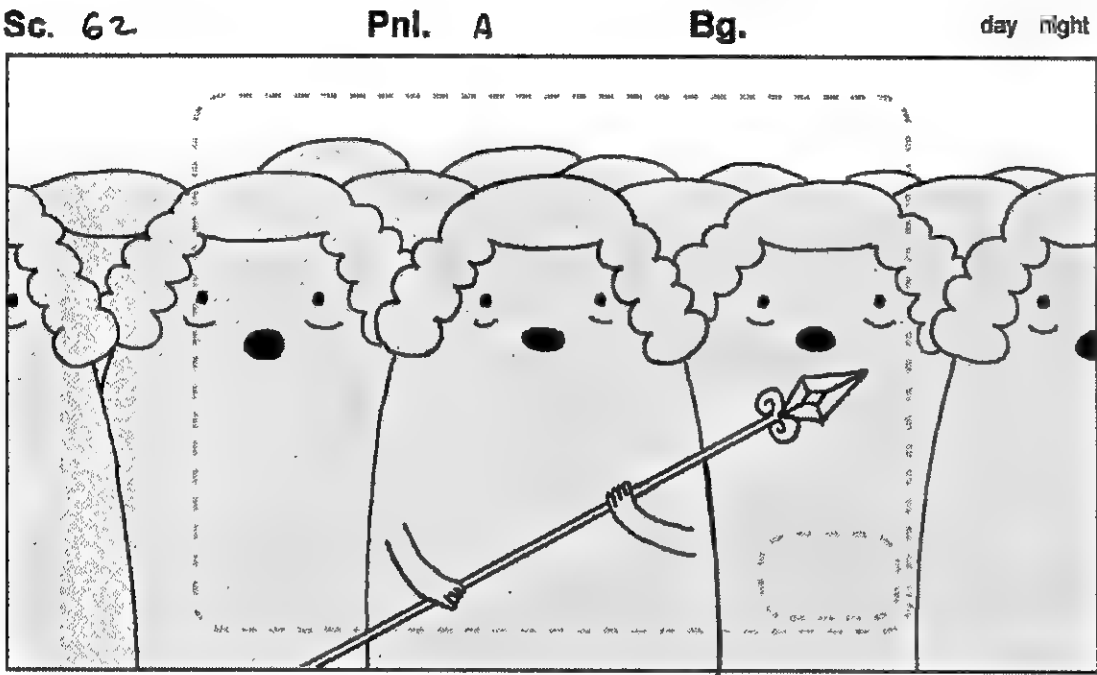
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ADVENTURE TIME



Page 89



Dialog:

Action:

Timing:

167

A

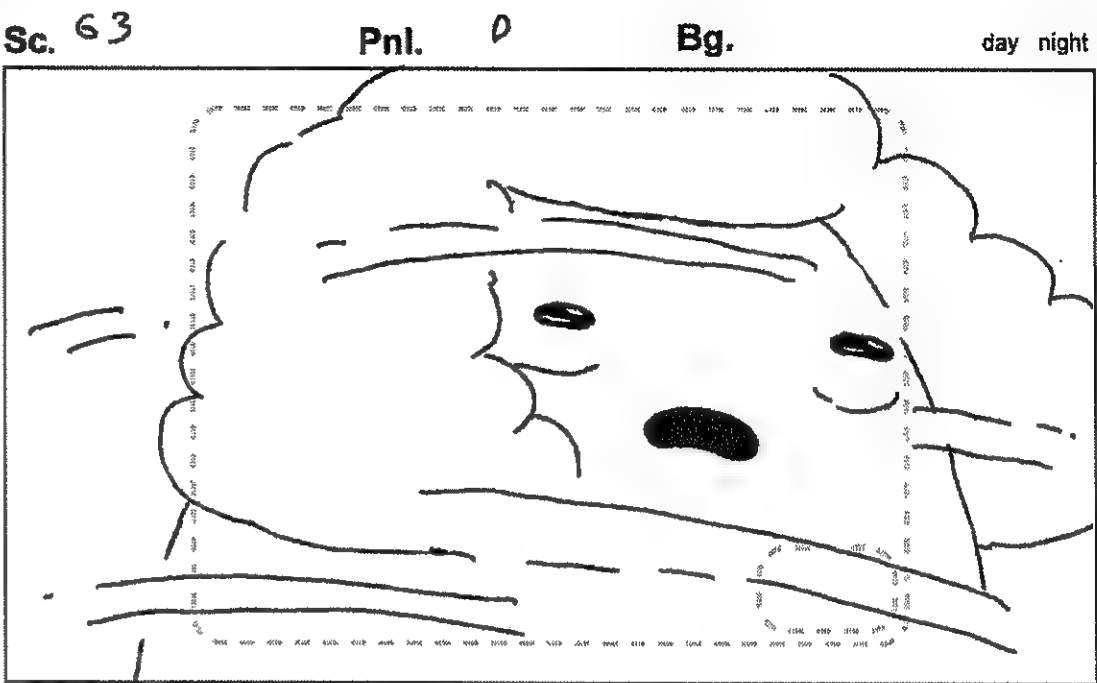
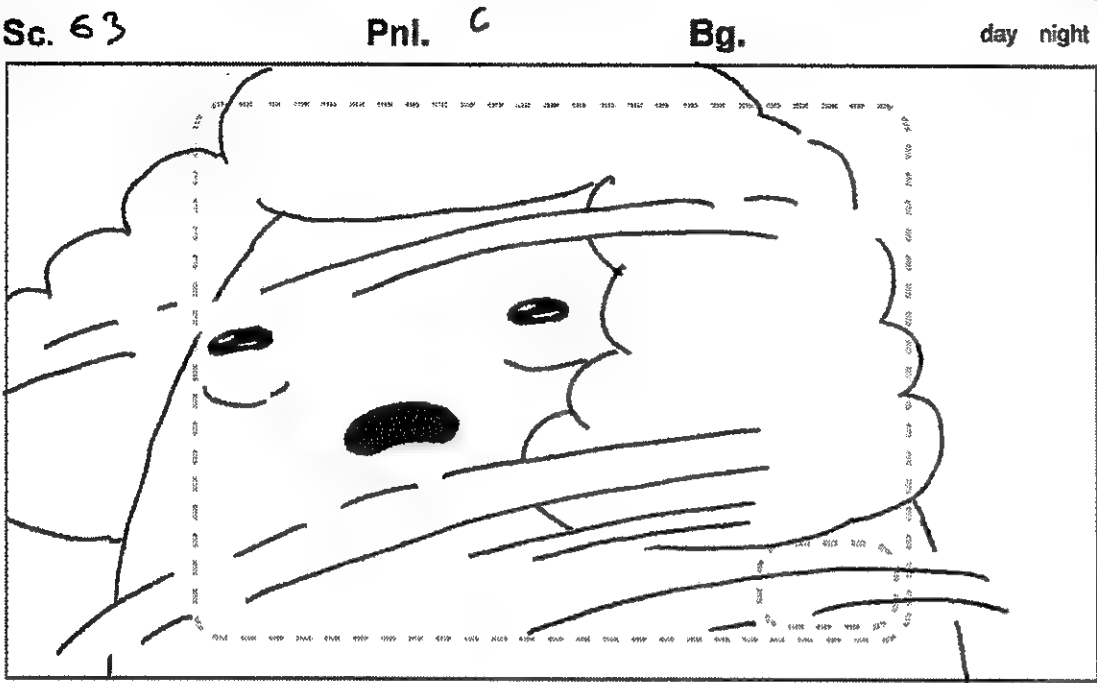
168

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ADVENTURE TIME



Dialog:	(BG) WBL WBWBBWWL B!	
Action:	B (BCBCBCBCBCBCBCBCBCBCBC A) C	
Timing:	169	170

EPISODE # 1034-219
Production :

ADVENTURE TIME

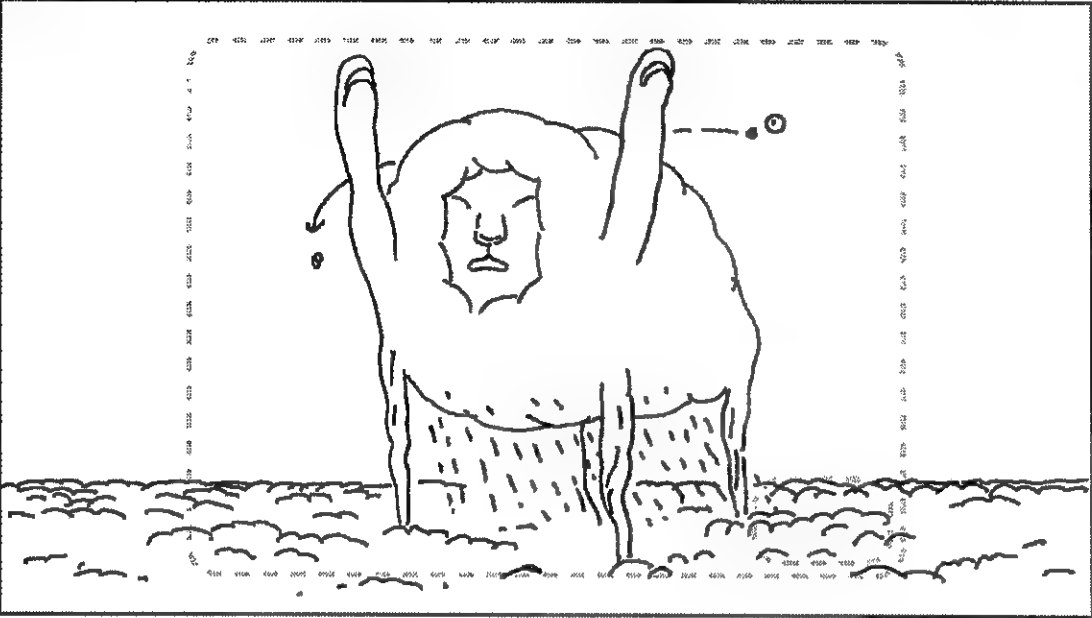


Sc. 64

Pnl. A

Bg.

day night

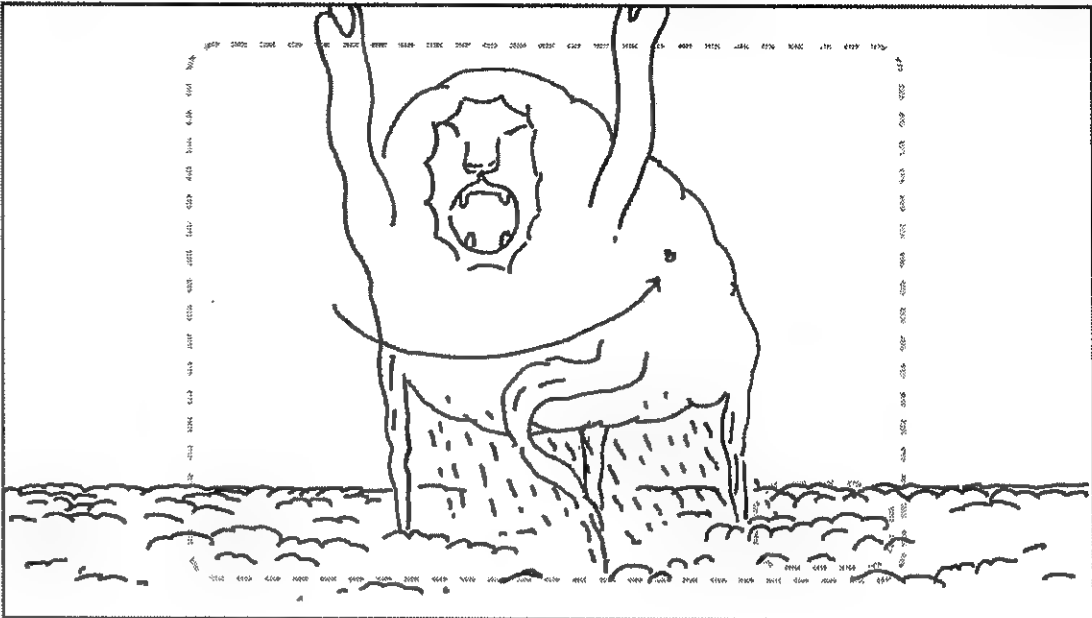


Sc. 64

Pnl. B

Bg.

day night



Dialog:

(VE) ROARS

Action:

- PB FLYING & FIGHTING

Timing:

171

172

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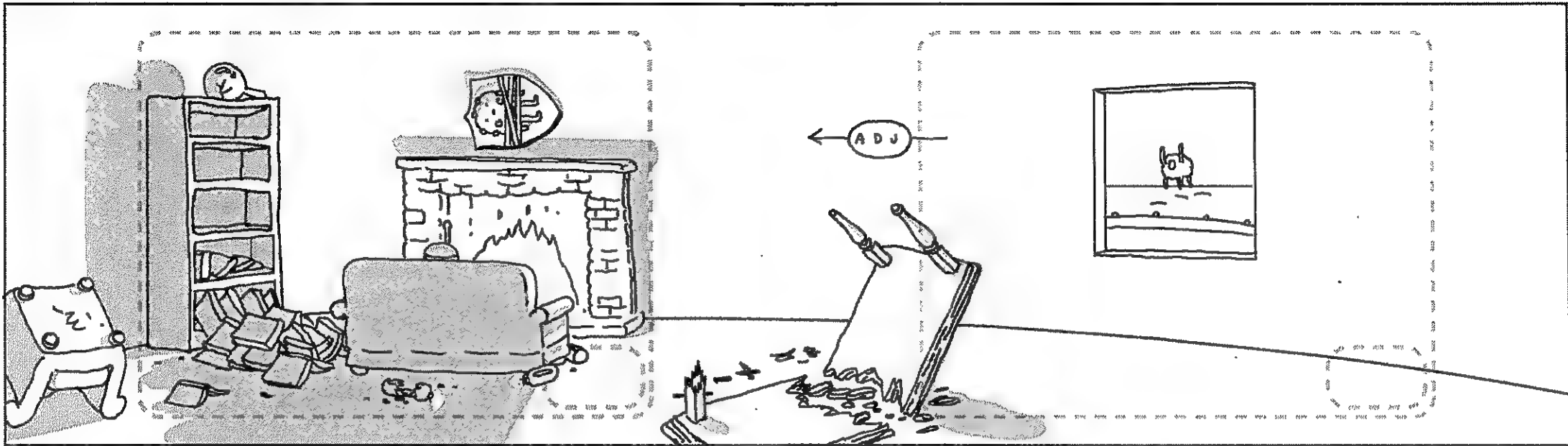


Sc. 65

Pnl. ^

Bg.

day night



Dialog:

STOP

Action:

-VIEW THROUGH TOWER WINDOW

-PAN TO KOO, ROOM IS WRECKED,

Timing:

173

174

1034-219

EPISODE #

START

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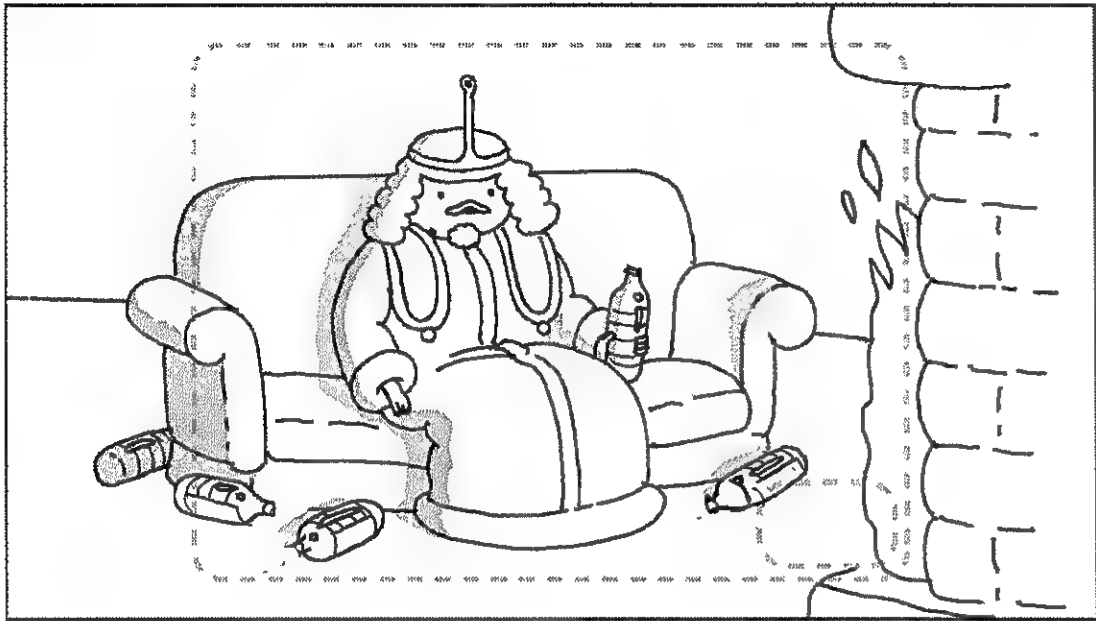


Sc. 66

Pnl. A

Bg.

day night

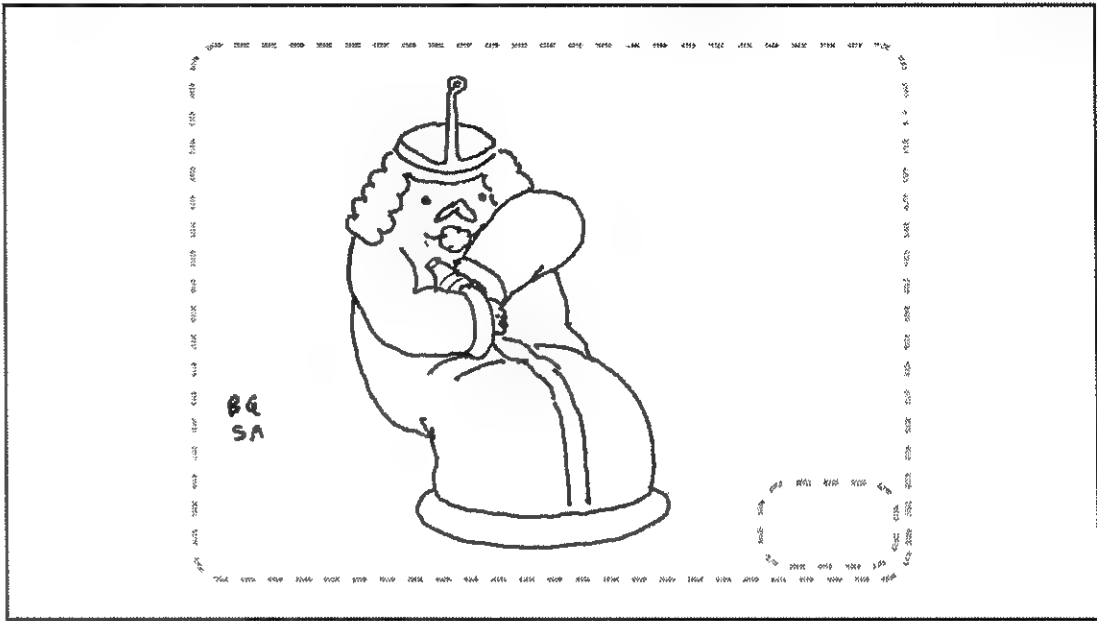


Sc. 66

Pnl. B

Bg.

day night



Dialog:

(Koo) THIS IS NICE.
GETTIN' A LITTLE WARM
FOR ROYAL FINERIES, THOUGH.

Action:

- KOO SURROUNDED BY WATER BOTTLES.

Timing:

175

176

EPISODE # 1034-219

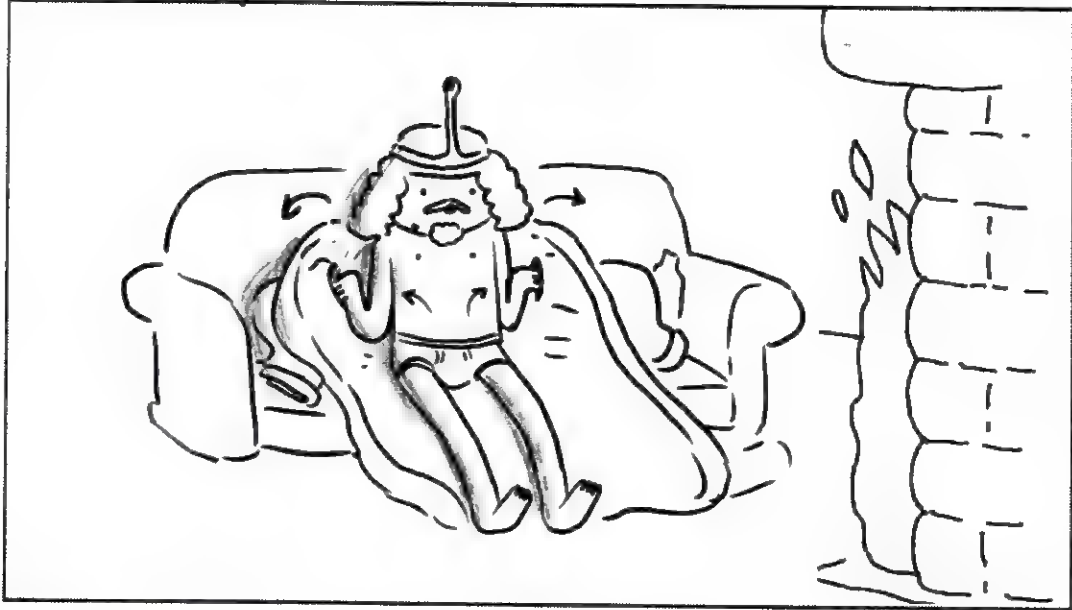
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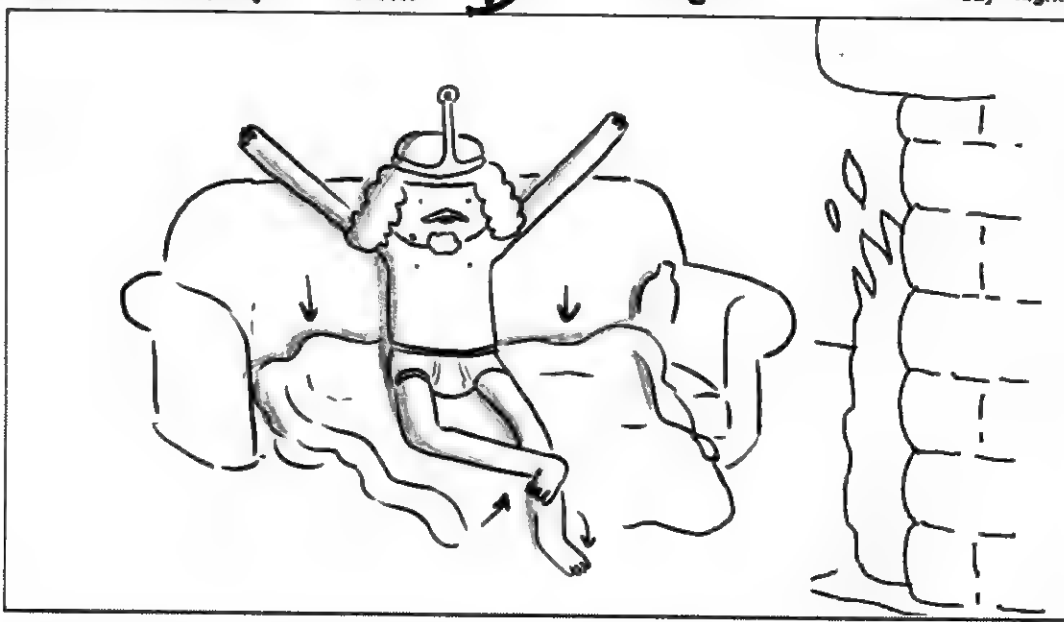
ADVENTURE TIME



Sc. 66 *CONT* Pnl. *C* Bg. day night



Sc. 66 *CONT* Pnl. *D* Bg. day night



Dialog:
Action: -KOO TAKES OFF ROBE.
Timing:

MAY 18 2015

EPISODE # 1034-219
Production :

ADVENTURE TIME



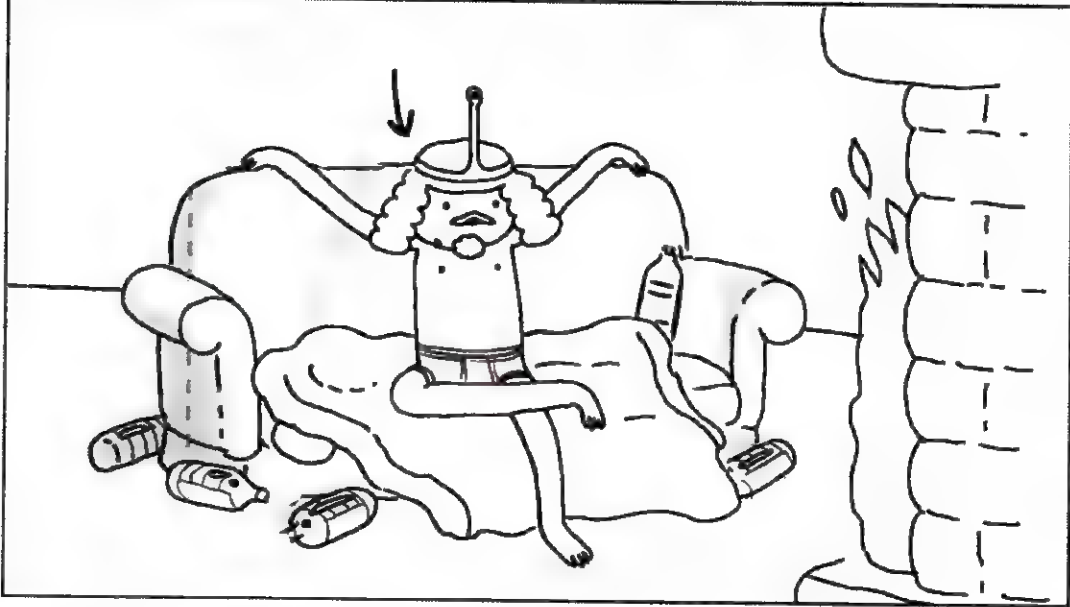
Page 90

Sc. 6c CONT

Pnl. E

Bg.

day night

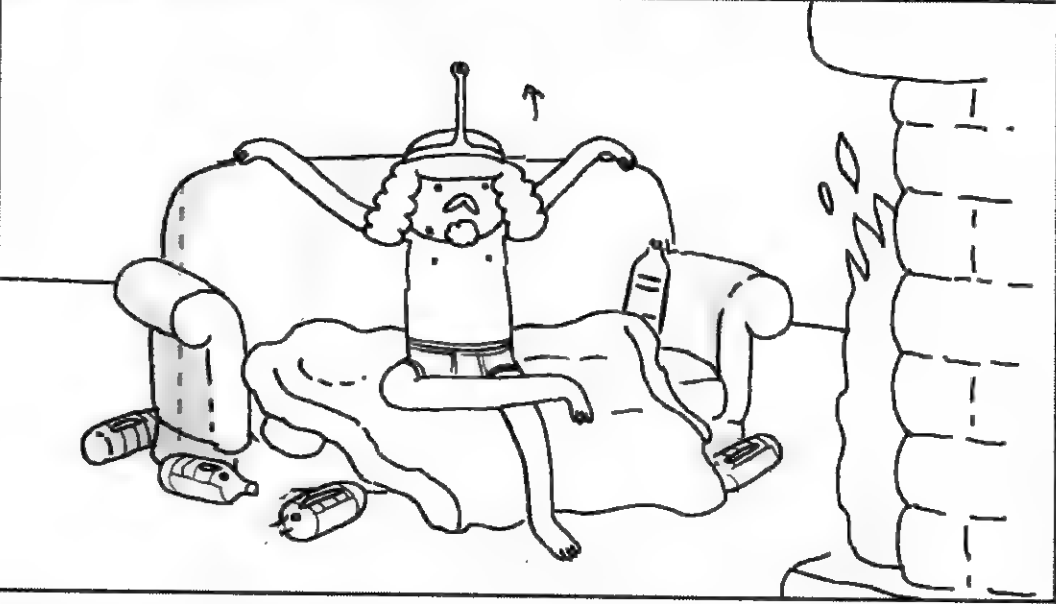


Sc. 6b CONT

Pnl. F

Bg.

day night



Dialog:

(KOO) MM - HM!

(CRUNCHY) (OS) PRINCESS.

Action:

Timing:

MAY 18 2015

EPISODE # 1034-219

Production :

1034/219

1034/219

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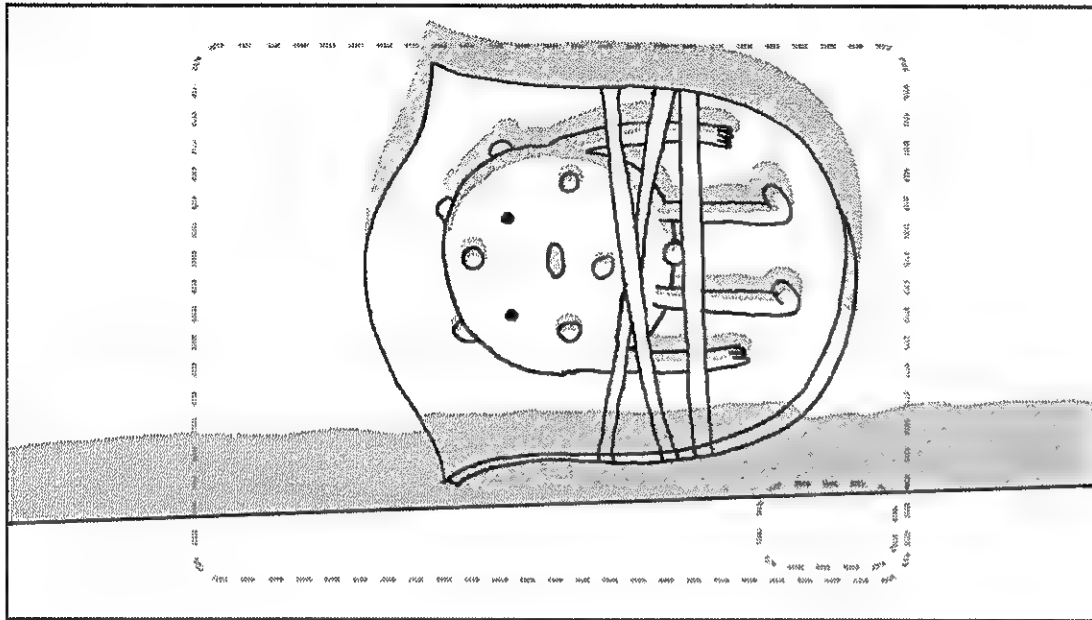
Page 91

Sc. 67

Pnl. A

Bg.

day night

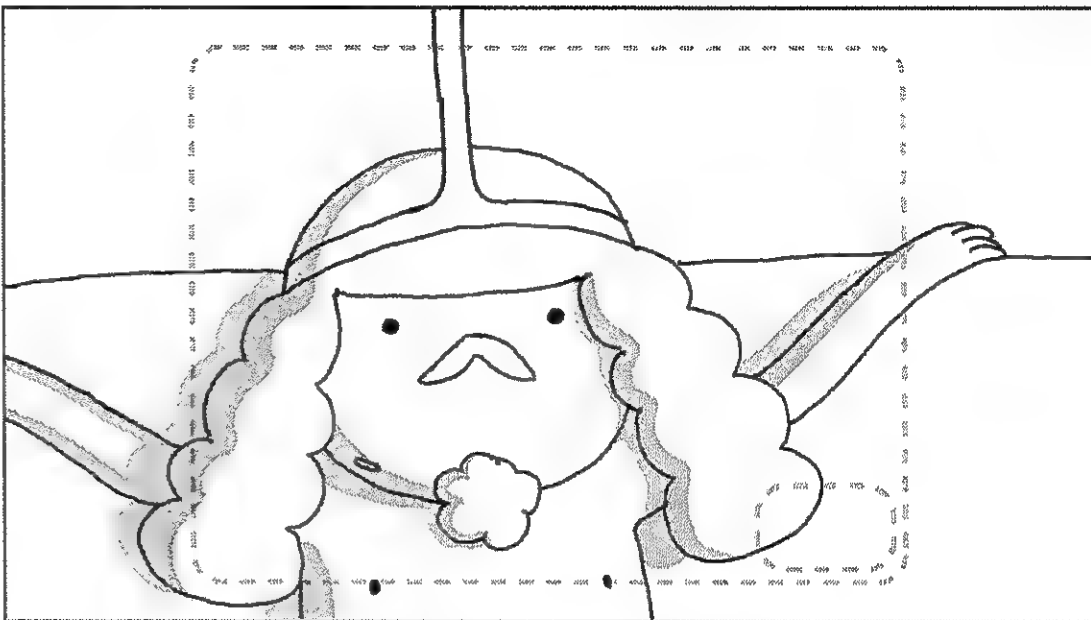


Sc. 68

Pnl. A

Bg.

day night



Dialog:

© IT SOUNDS PRETTY BAD OUT THERE.
PREHAPS YOU SHOULD PROTECT YOUR
PEOPLE?

Action:

Timing:

181

182

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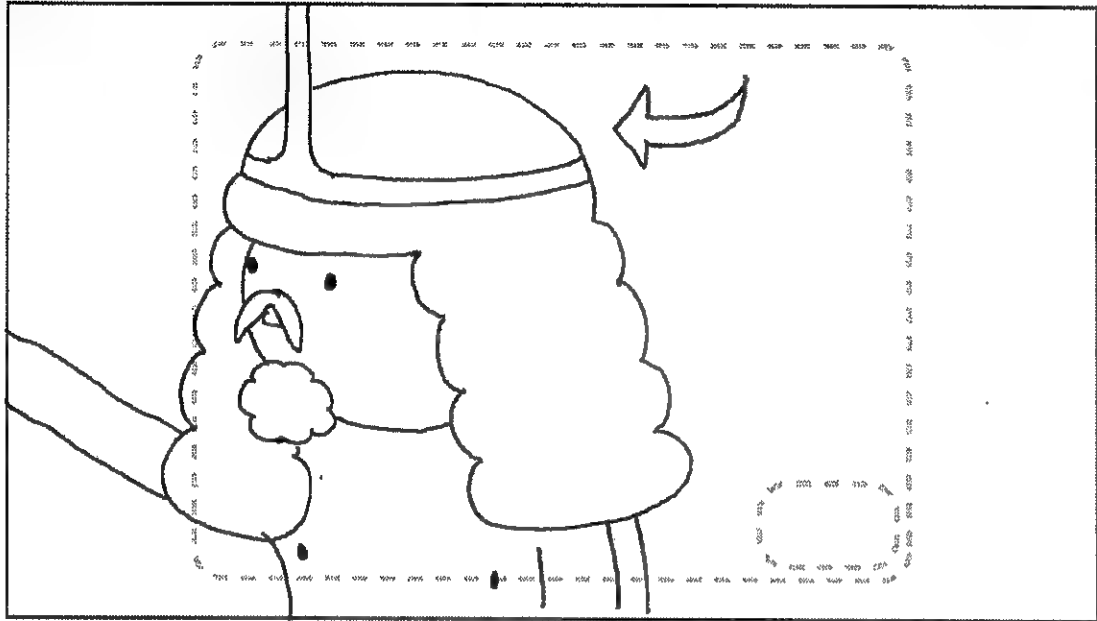


Sc. 68

Pnl. B

Bg.

day night

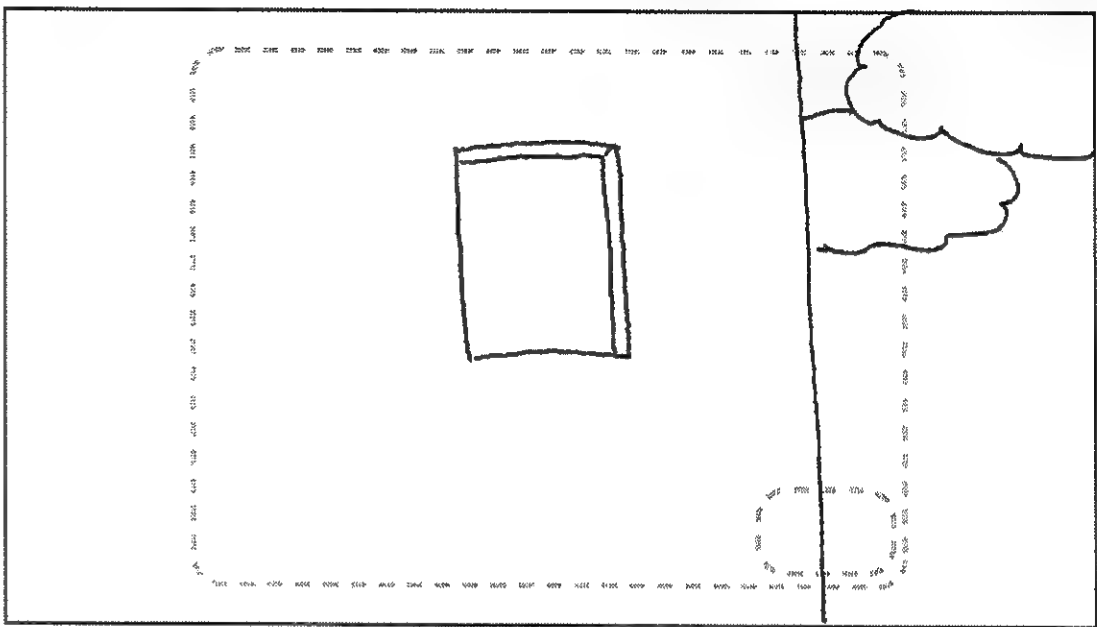


Sc. 69

Pnl. A

Bg.

day night



Dialog:

(KOO) YEESH IT DOES SOUND
BAD.

Action:

- KOO TURNS TOWARDS WINDOW

Timing:

183

184

1034-219

EPISODE #

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ADVENTURE TIME



Sc. 69 Pnl. B Bg. day night

Sc. 70 Pnl. A Bg. day night

Dialog:	(Koo) HEY!	(Koo) BANANA MEN.
Action:	-KOO APPEARS IN WINDOW.	
Timing:	185	186

EPISODE # 1034-219
Production :

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ADVENTURE TIME



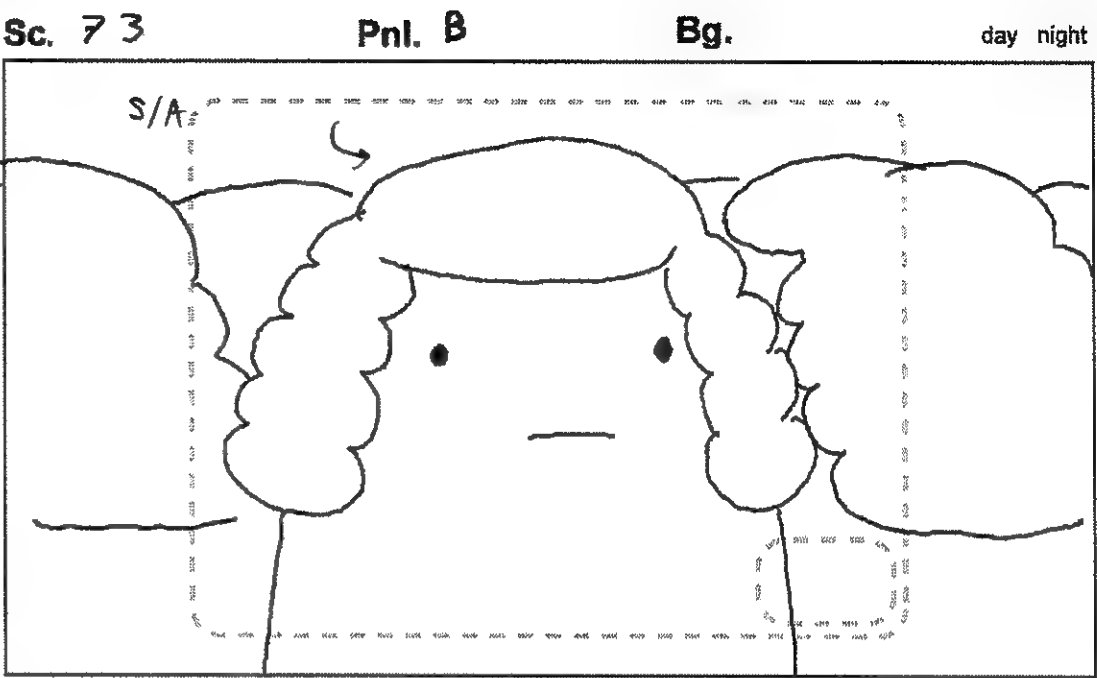
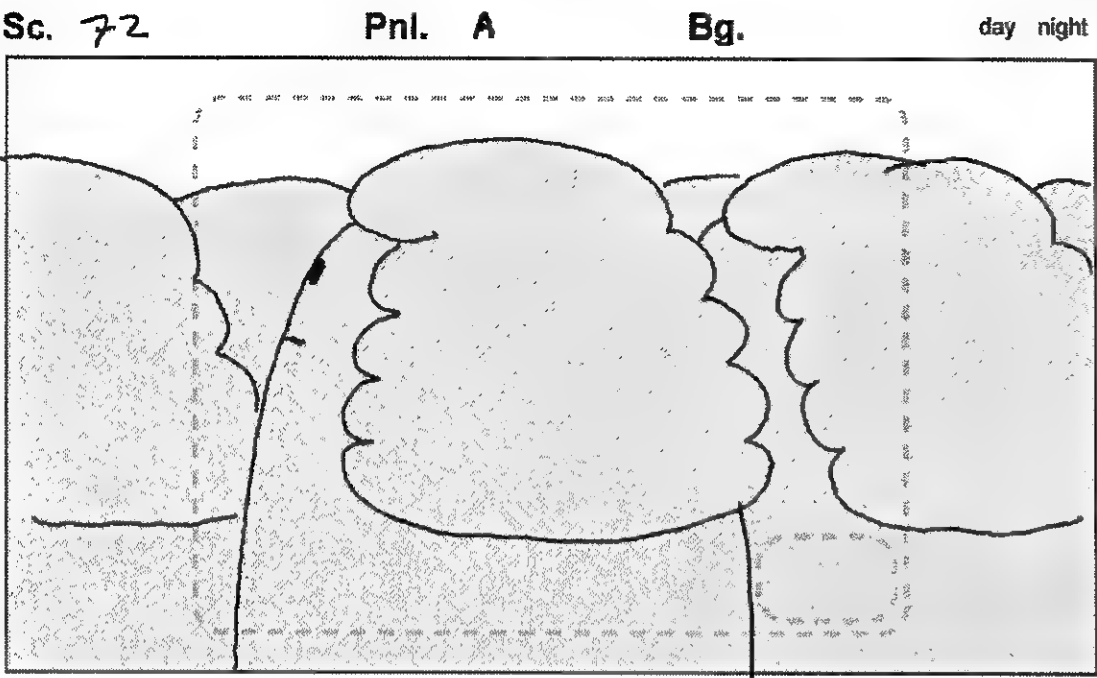
Sc. 70 Pnl. B Bg. day night

Sc. 71 Pnl. A Bg. day night

Dialog:	(KOO) IN MY KINGDOM WE LOOK AFTER OUR OWN! ME! YOU LOOK AFTER ME!
Action:	CLOSE THE GATES!!! - THEY ALL TURN AROUND.
Timing:	187 188

EPISODE # 1034-219 Production :

ADVENTURE TIME



Dialog:	
Action:	
Timing:	
189	190

EPISODE # 1034-219

Production :

ADVENTURE TIME

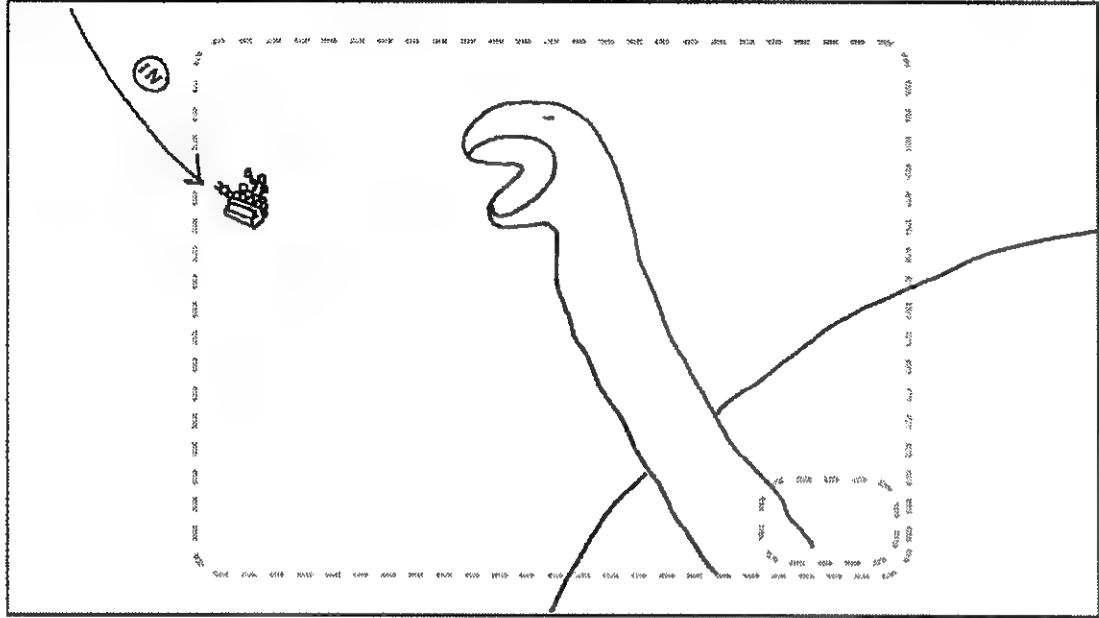


Sc. 74

Pnl. A

Bg.

day night

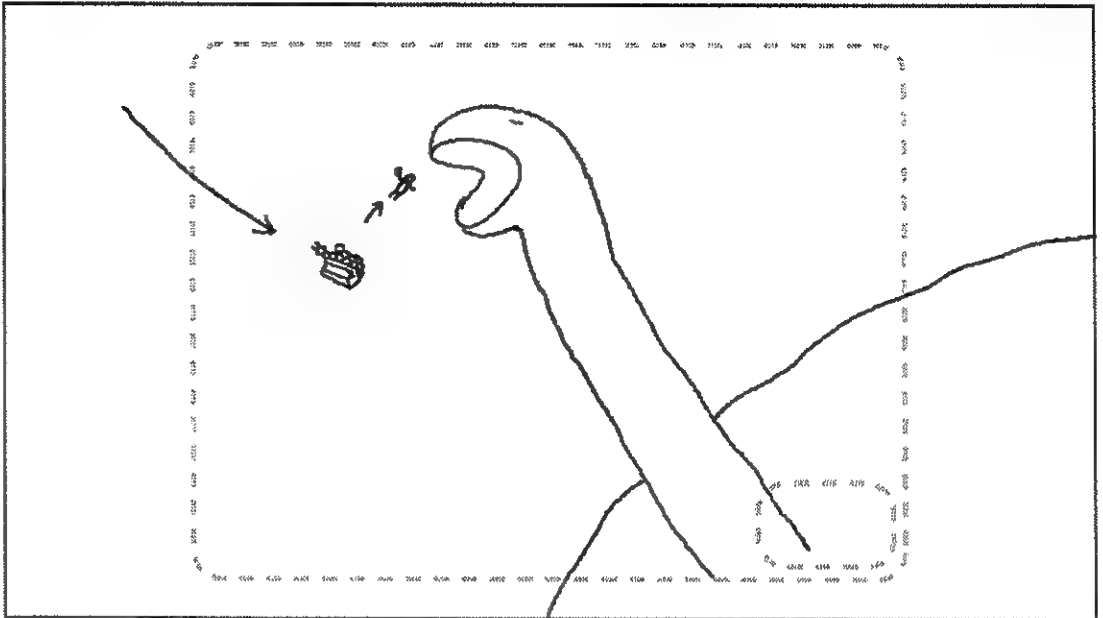


Sc. 74

Pnl. B

Bg.

day night



Dialog:

Action:

- HANDICAM, LIKE IT'S FILMED FROM FAR AWAY AND ZOOMED IN.
- PB SWOOPS ON/S.

P.B. FIGHTING.

Timing:

191

192

EPISODE# 1034-219

Production :

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ADVENTURE TIME

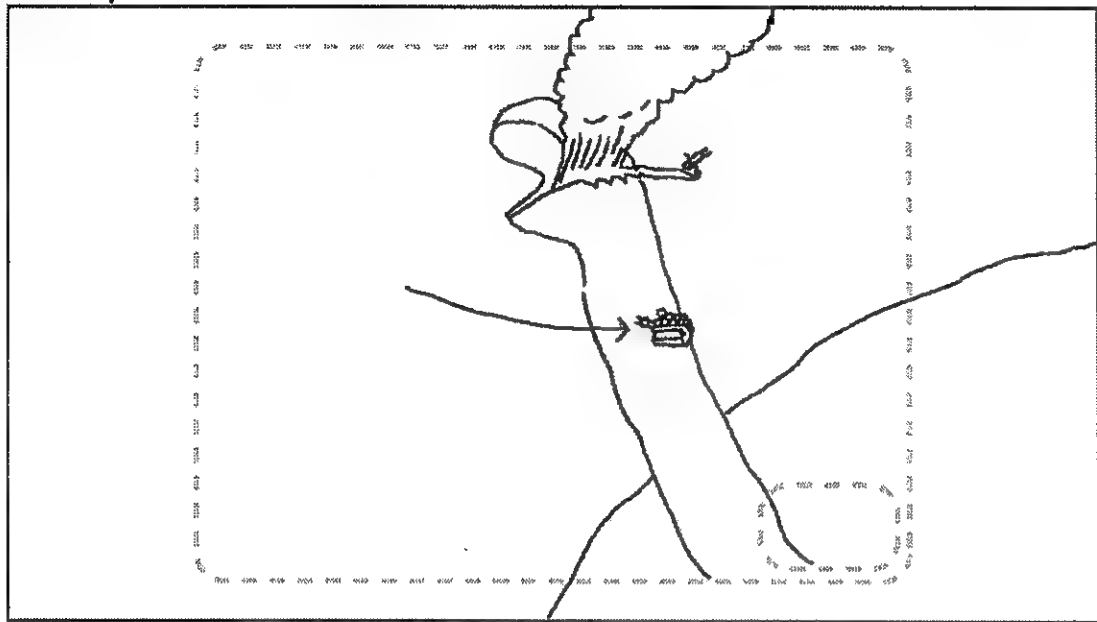


Sc. 74

Pnl. c

Bg.

day night

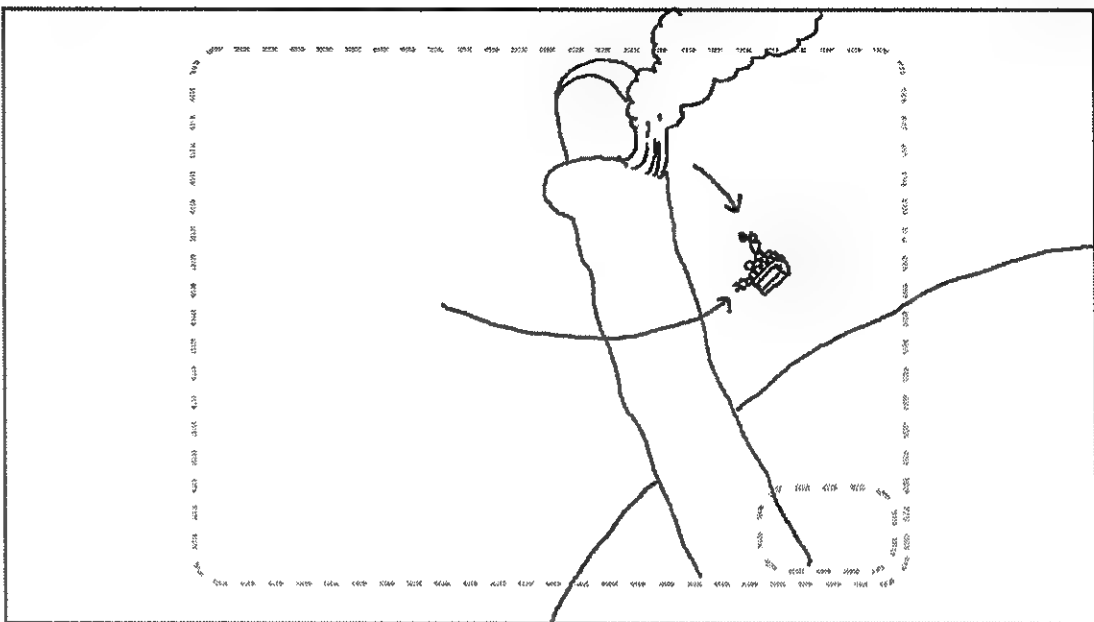


Sc. 74

Pnl. d

Bg.

day night



Dialog:

Action:

-PB FLIPS

- STEAM SHOOTS OUT FROM RENT.

Timing:

193

194

EPISODE # 1034-219

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ADVENTURE TIME



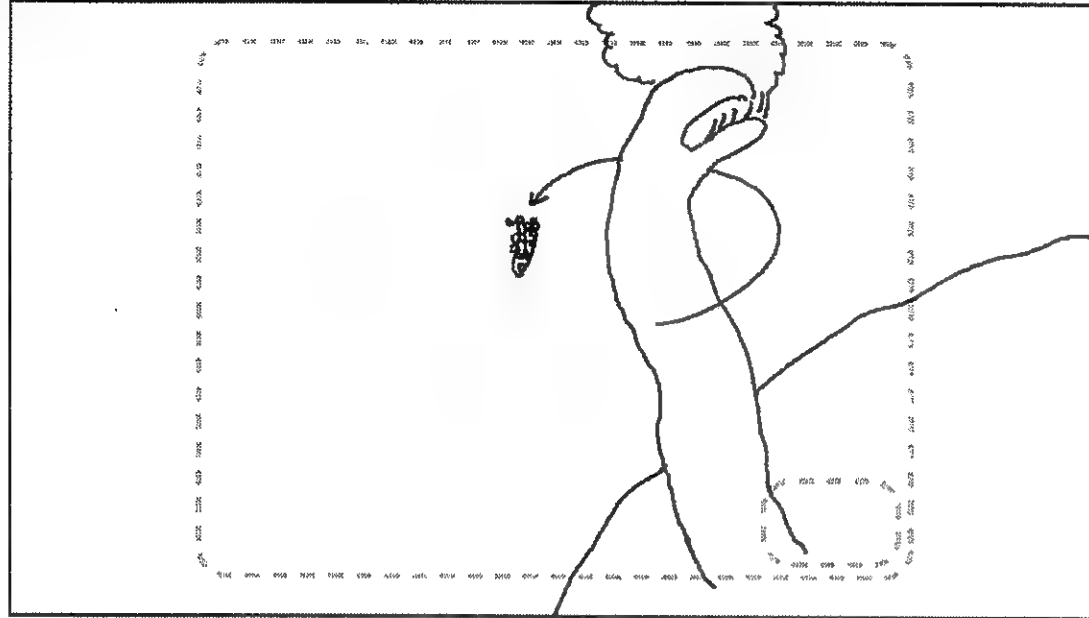
Page 98

Sc. 74

Pnl. E

Bg.

day night

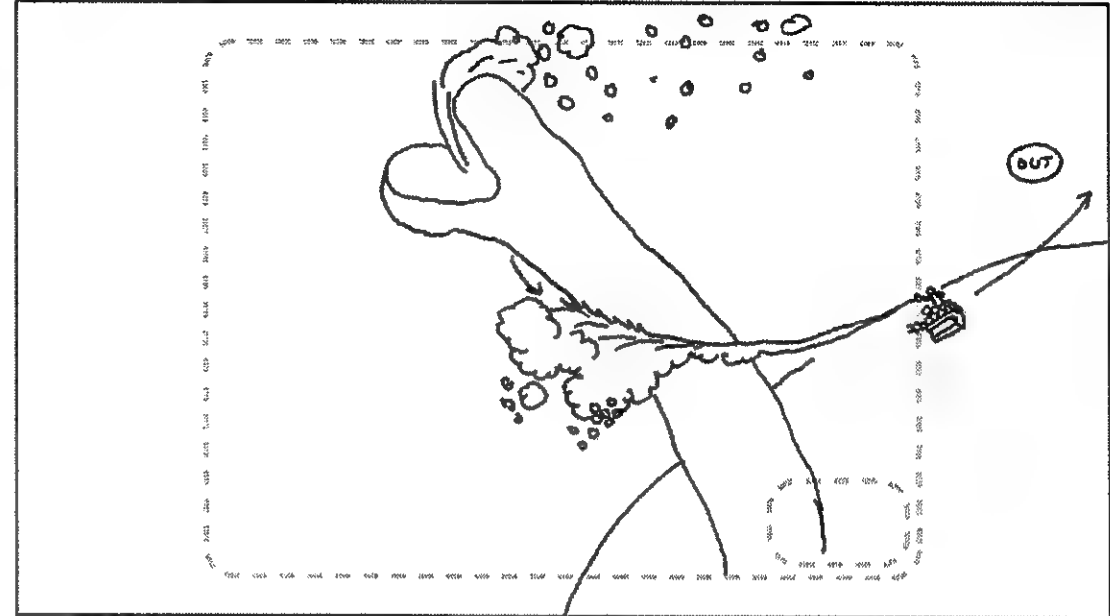


Sc. 74

Pnl. F

Bg.

day night



Dialog:

Action:

- PB SWOOPS AROUND EEL HEAD.

-PB DRAGS HATCHET ALONG EEL.

Timing:

195

196

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Production :

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ADVENTURE TIME



Sc. 75

Pnl. A

Bg.

day night

Sc.

Pnl.

Bg.

day night

Dialog:

(BG1) SH ... SHE'S BEAUTIFUL.

Action:

Timing:

197

198

EPISODE # 1034-219

Production :

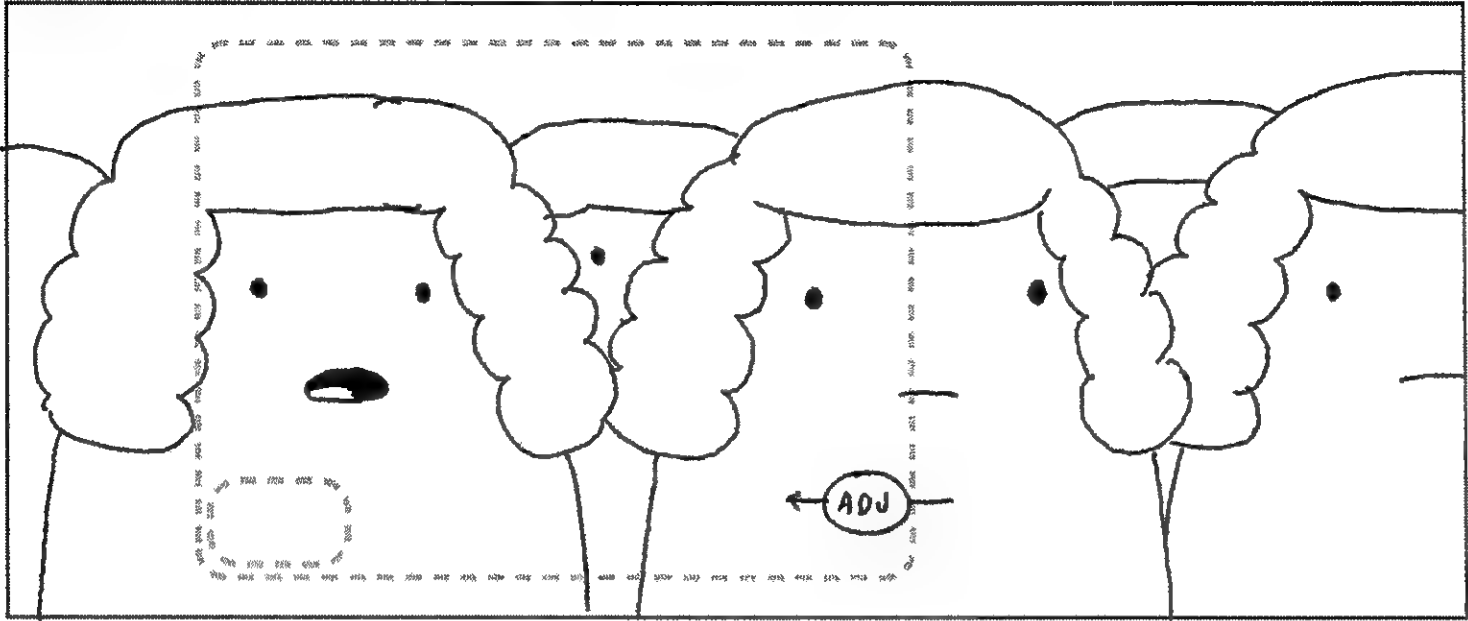
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ADVENTURE TIME



Sc. 75 Pnl. 8 Bg. day night

STOP



START

Dialog:	(BZZ) YOU'RE PREACHING TO THE PREACHER, BROTHER.	
Action:	-PAN LEFT TO B. GUARDS.	
Timing:	199	200

1034-219

EPISODE #

Production :

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ADVENTURE TIME



Sc. 75

Pnl. c

Bg.

day night

Sc. 76

Pnl. A

Bg.

day night

Dialog:	(Koo)(o.s.) HEY;
Action:	- B. GUARDS TURN;
Timing:	201 202

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ADVENTURE TIME

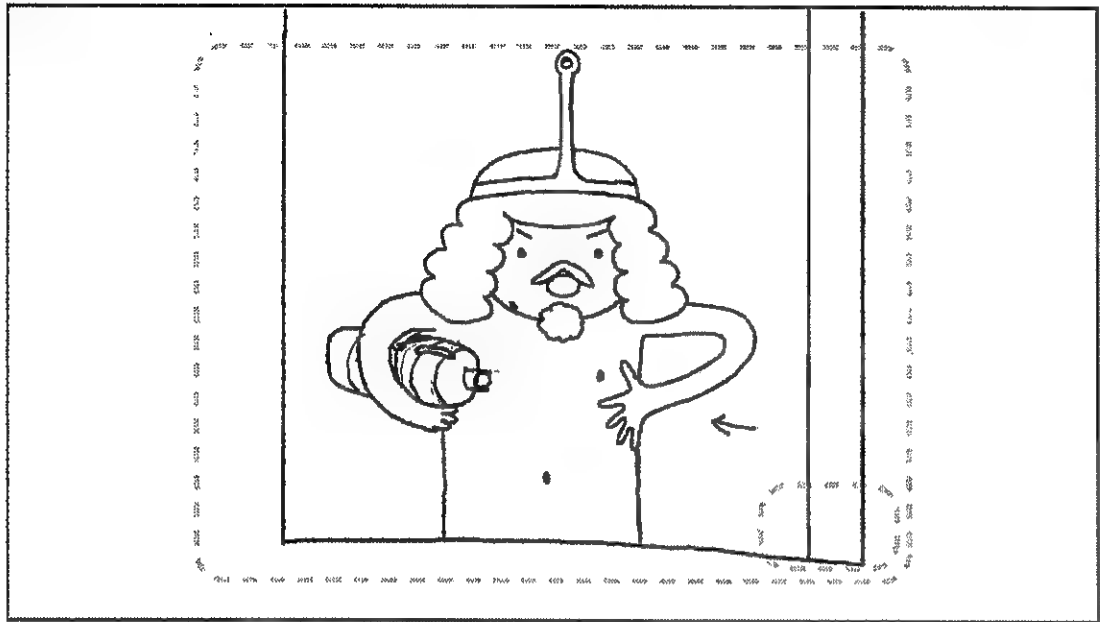


Sc. 76

Pnl. 6

Bg.

day night

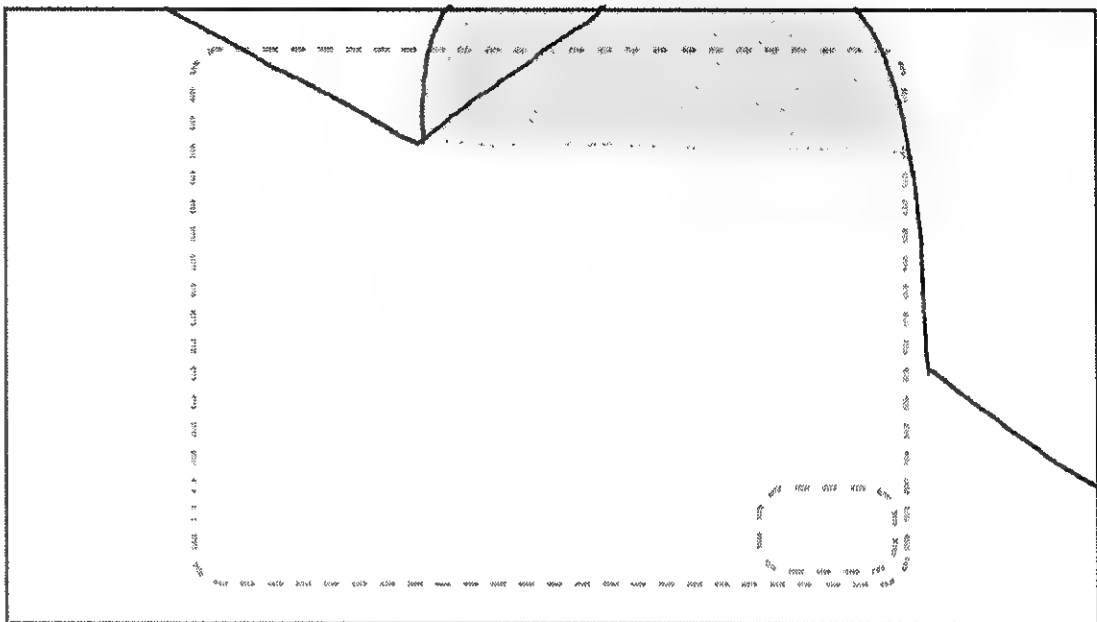


Sc. 77

Pnl. 4

Bg.

day night



Dialog:

(KOO) I'M BEAUTIFUL!
CLOSE THE GATE!

Action:

Timing:

203

204

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ADVENTURE TIME



Sc. 77 Pnl. B Bg. day night

Sc. 77 Pnl. C Bg. day night

Dialog:	
Action:	- B. GUARD #1 WALKS OUT OF TUNNEL.
Timing:	205
	206

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Production :

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ADVENTURE TIME

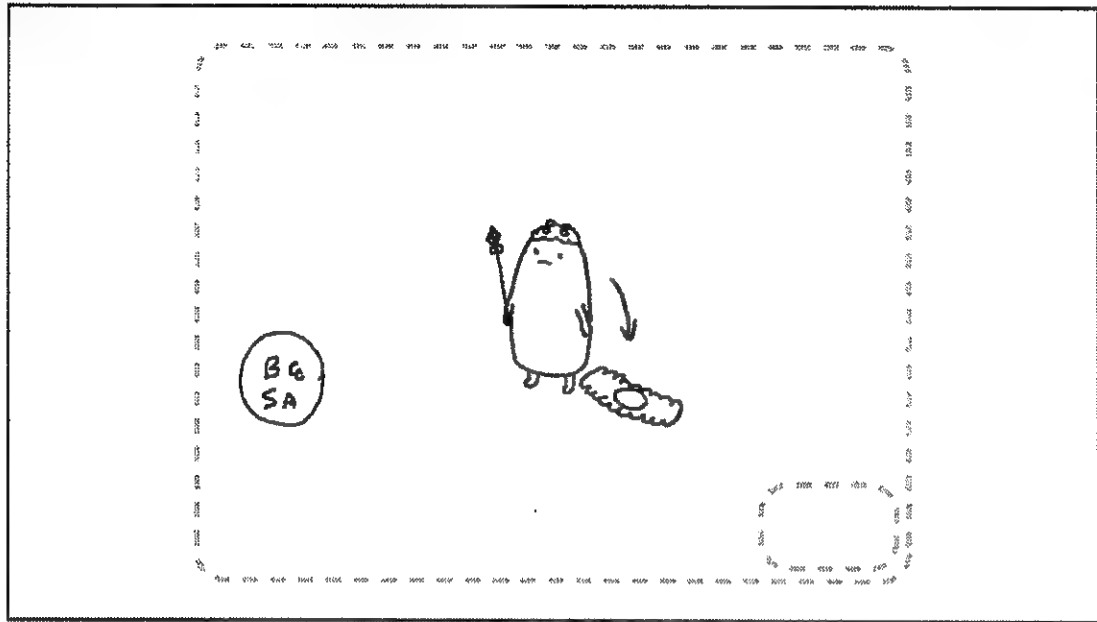


Sc. 77

Pnl. D

Bg.

day night

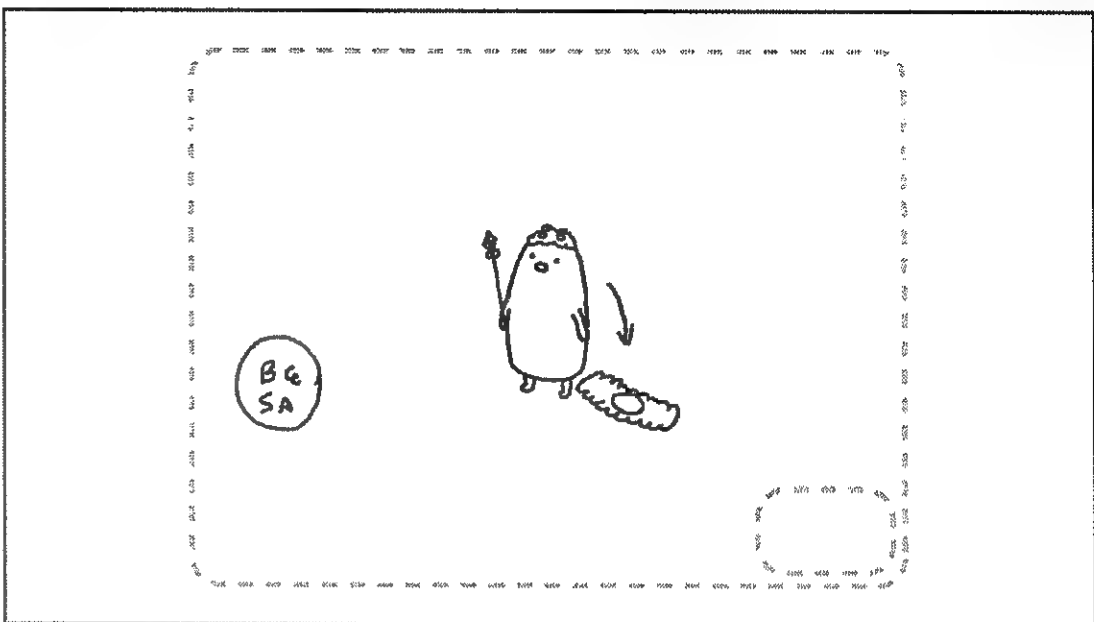


Sc. 77

Pnl. E

Bg.

day night



Dialog:

BG/ NO. YOU'RE NOT BEAUTIFUL.
WE SEE YOU CLEARLY NOW.
YOU'RE EAR WAX.

Action:

- B. GUARD THROWS OFF WIG.

Timing:

207

208

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Production :

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ADVENTURE TIME



Sc. 78

Pnl. A

Bg.

day night

Sc. 79

Pnl. B

Bg.

day night

Dialog:	
Action:	-KOO IS SHOCKED.
Timing:	209210

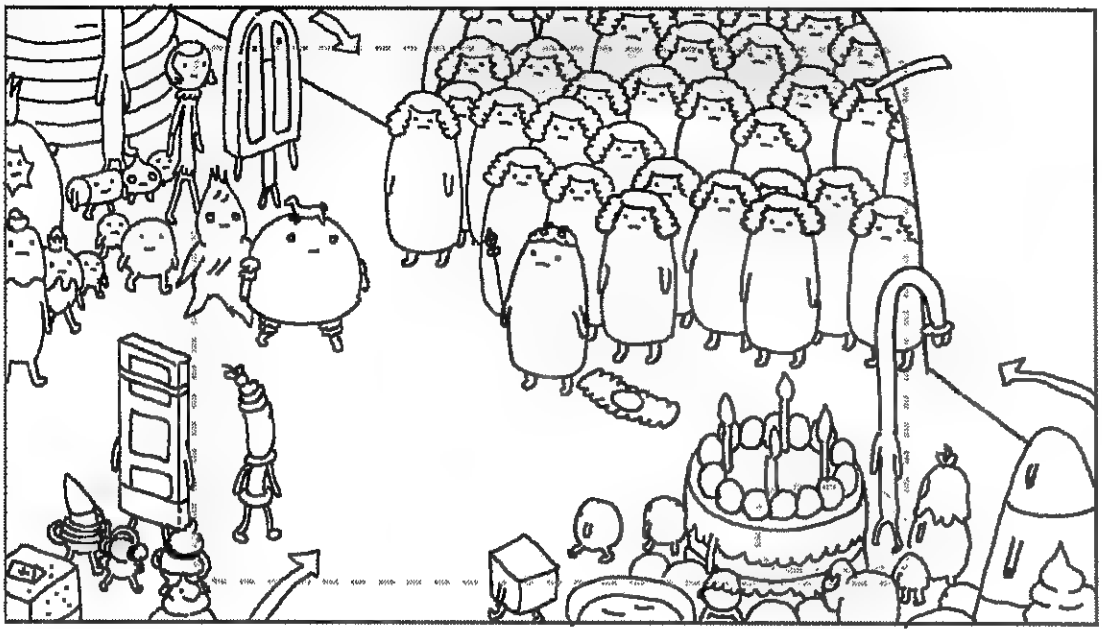
EPISODE # 1034-219

Production :

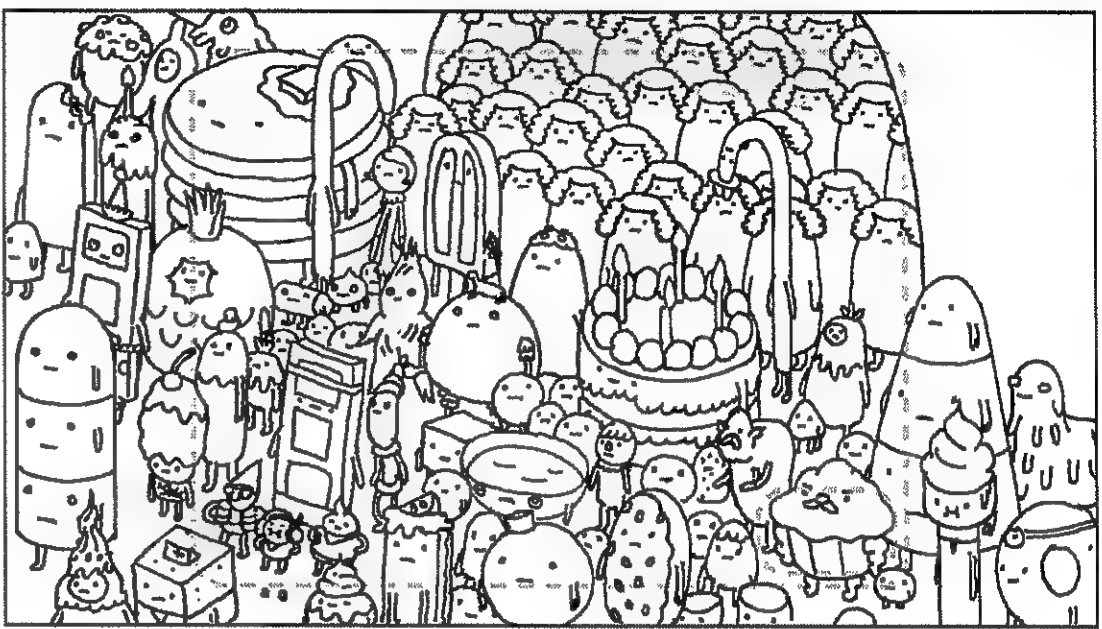
ADVENTURE TIME



Sc. 79 Pnl. A Bg. day night



Sc. 79 Pnl. B Bg. day night



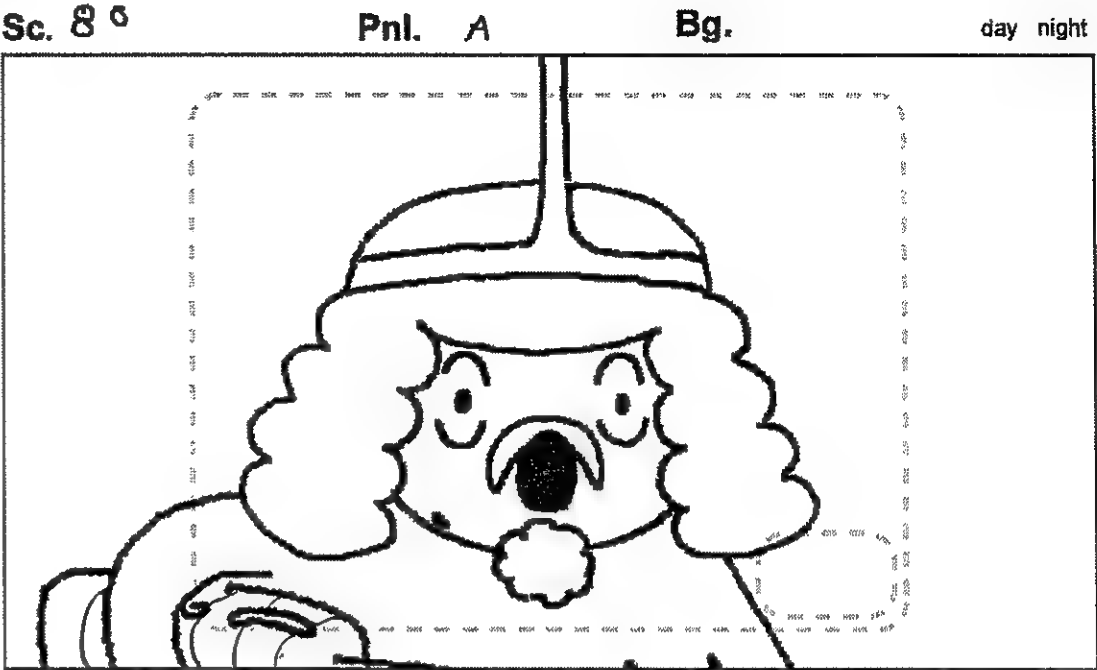
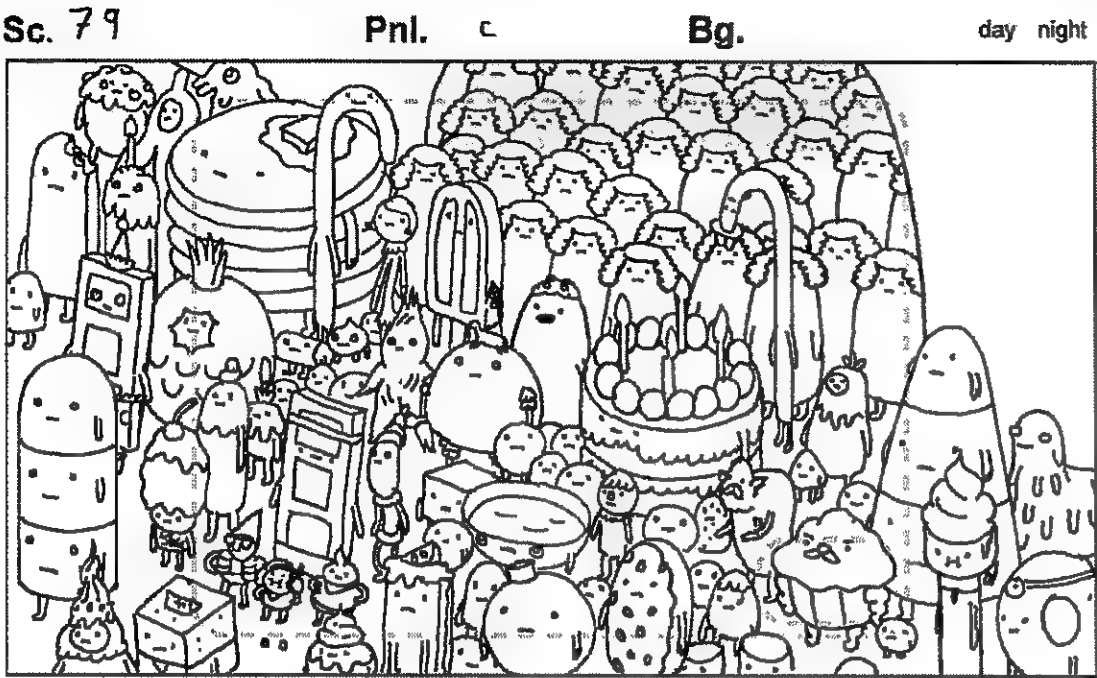
Dialog:
Action: - CANDY PEOPLE GATHER IN FRONT OF GATE
Timing: <div>211</div> <div>O.M.G.</div> <div>212</div>

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ADVENTURE TIME



Dialog:	
(B6) / <u>YOU'RE EAR WAX!</u>	(KOO) / U H H H H H!
Action:	
Timing:	
213	214

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ADVENTURE TIME



Sc. 80

Pnl. A

Bg.

day night

Sc. 81

Pnl. A

Bg.

day night

Dialog:

(SFX) (O.S.) CRACK!
(KOO) HUH!

Action:

-TAPE OR CRUNCHY IS SNAPPED.

Timing:

215 216

EPISODE # 1034-219
Production :

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ADVENTURE TIME



Sc. 81

Pnl. B

Bg.

day night

Sc. 81

Pnl. C

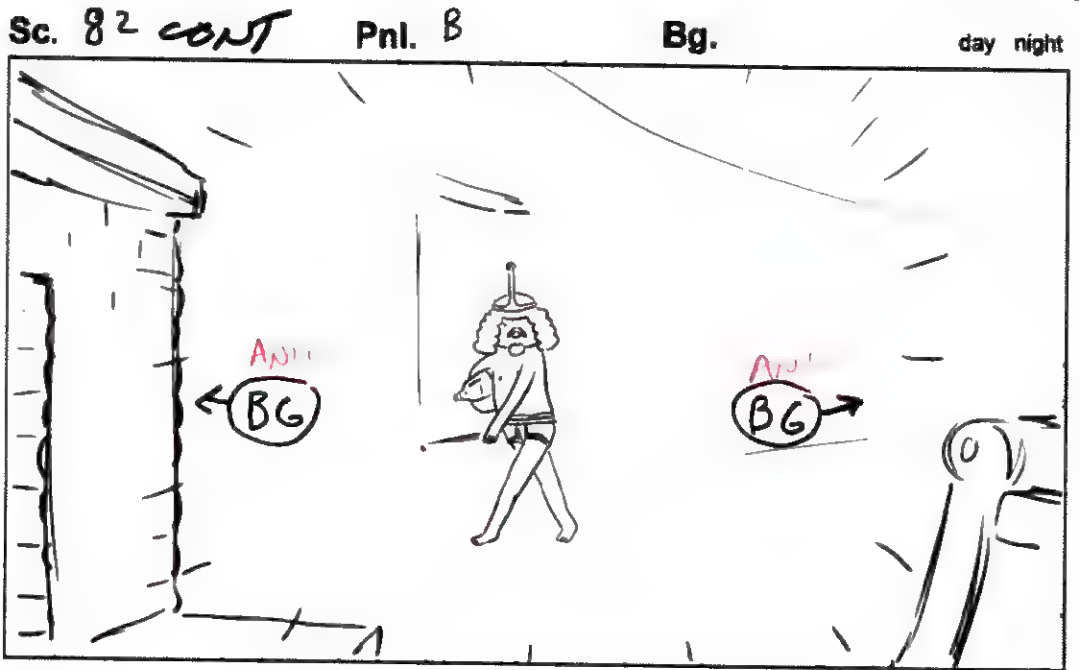
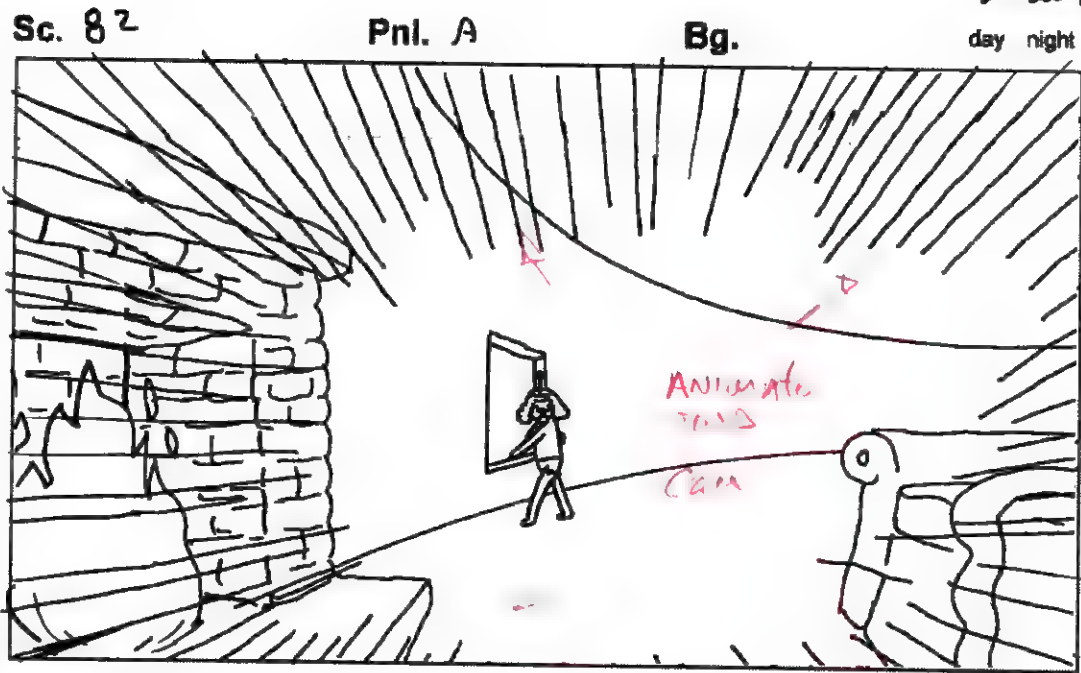
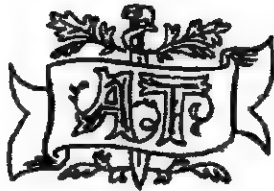
Bg.

day night

Dialog:	(SFX) SNAP! SNAP!
Action:	- CRUNCHY WRESTLES FREE AND FALLS OFF/S.
Timing:	217218

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ADVENTURE TIME



Dialog:	(O/S) <u>CRUNCHY</u> AND THE POWER RETURNS
Action:	- CRUNCHY RUNS TOWARDS KOO. - CRUNCHY P.O.V.
Timing:	MAY 18 2015 -

EPISODE # 1034-219

Production :

ADVENTURE TIME



Sc. 8² CONT

Pnl. C

Bg.

day night



Sc. 8² CONT

Pnl. D

Bg.

Page 111
day night

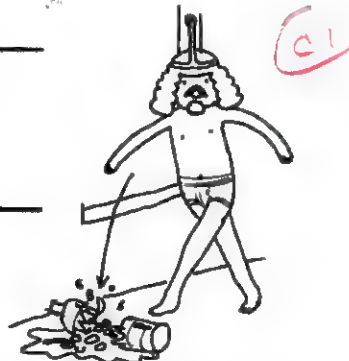


Dialog:

C/(CONT) TO CRUNCHY!

Action:

Timing:



- CRUNCHY LEAPS.

MAY 18 2015

EPISODE # 1034-219

Production :

1034/219

1034/219

ADVENTURE TIME



Page 111A

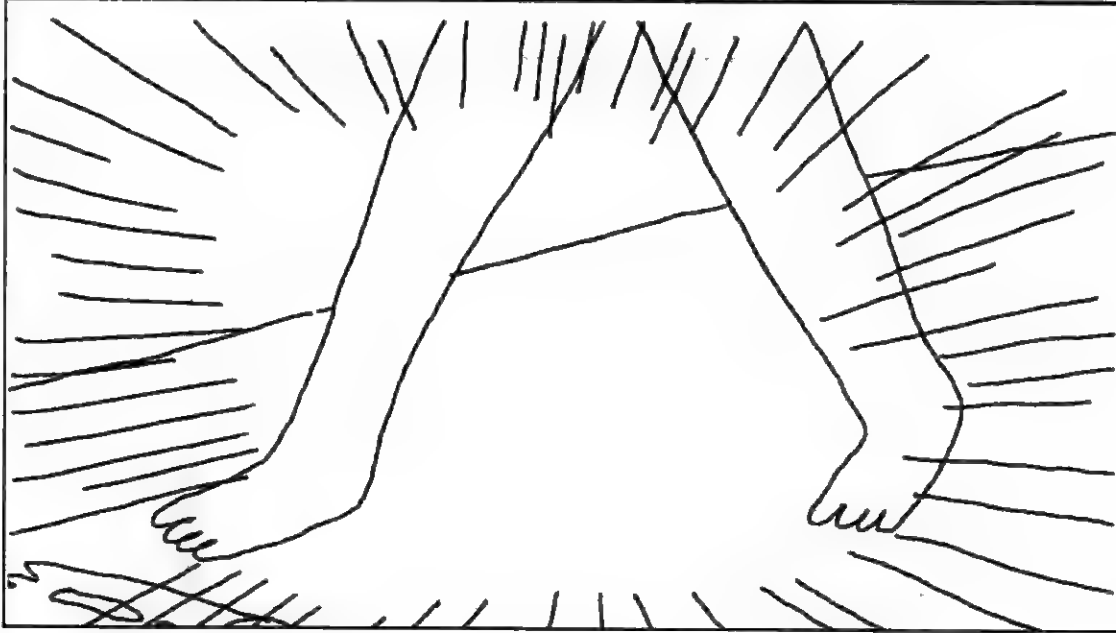
111B NEXT
day night

Sc. 82 *CONT*

Pnl. E

Bg.

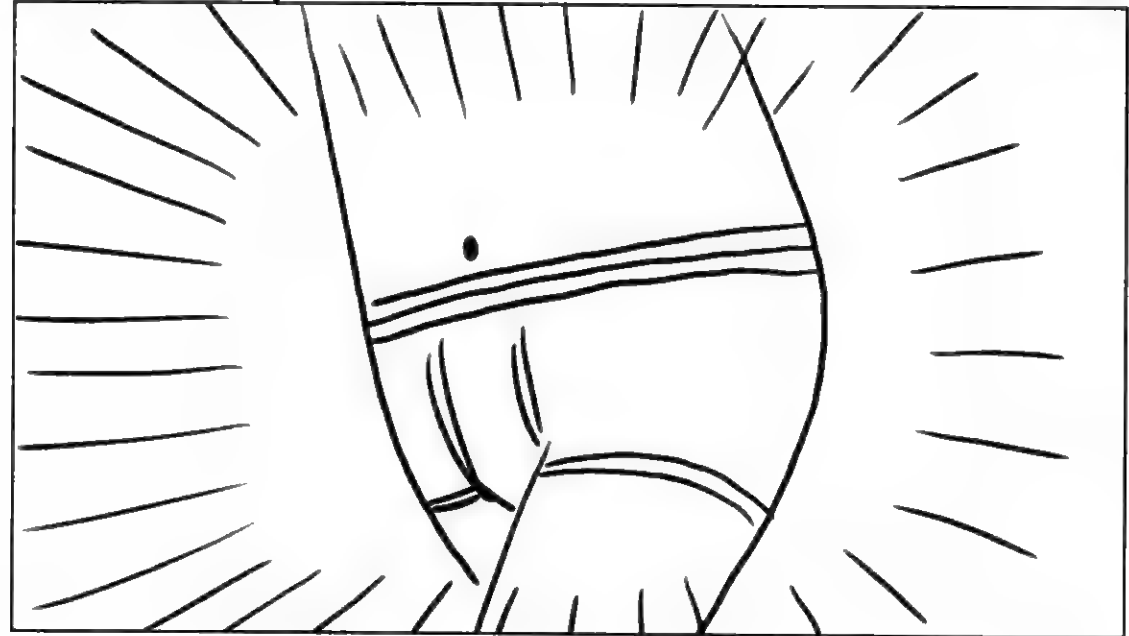
day night



Sc. 82 *CONT*

Pnl. F

Bg.



Dialog:

Action:

Timing:

MAY 18 2015

EPISODE #

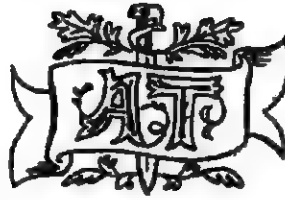
1034/219

Production :

1034/219

1034/219

ADVENTURE TIME



Page 111B

112 NEXT
day night

Sc. 82 *CONT*

Pnl. G

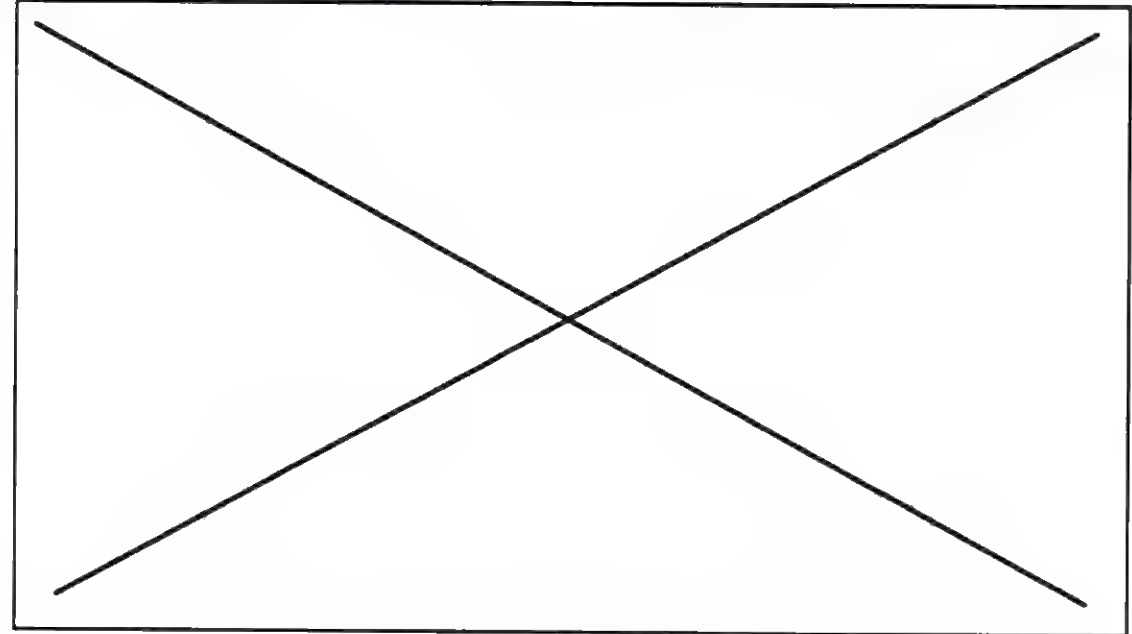
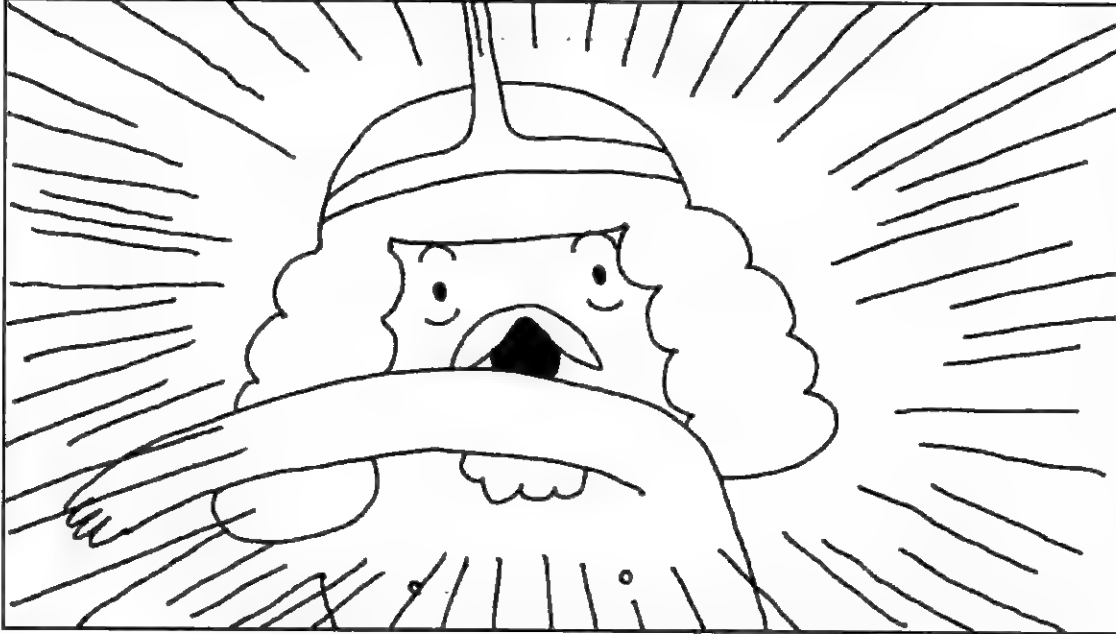
Bg.

day night

Sc.

Pnl.

Bg.



Dialog: KOO/ AHH!

Action:

Timing:

MAY 18 2015

EPISODE #

1034/219

Production :

1034/219

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ADVENTURE TIME



Sc. 83

Pnl. A

Bg.

day night

Sc. 83

Pnl. B

Bg.

day night

Dialog:

Koo

AH!

Action:

- CRUNCHY JUMPS ON KOO'S FACE,

Timing:

223224

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Production :

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ADVENTURE TIME



Sc. 83

Pnl. C

Bg.

day night

Sc. 83

Pnl. D

Bg.

day night

Dialog:
Action:
Timing:

225

226

EPISODE # 1034-219

Production :

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ADVENTURE TIME



Sc. 83

Pnl. E

Bg.

day night

Sc. 83

Pnl. F

Bg.

day night

Dialog:
Action: (W I G .)
Timing: 227

228

ADVENTURE TIME

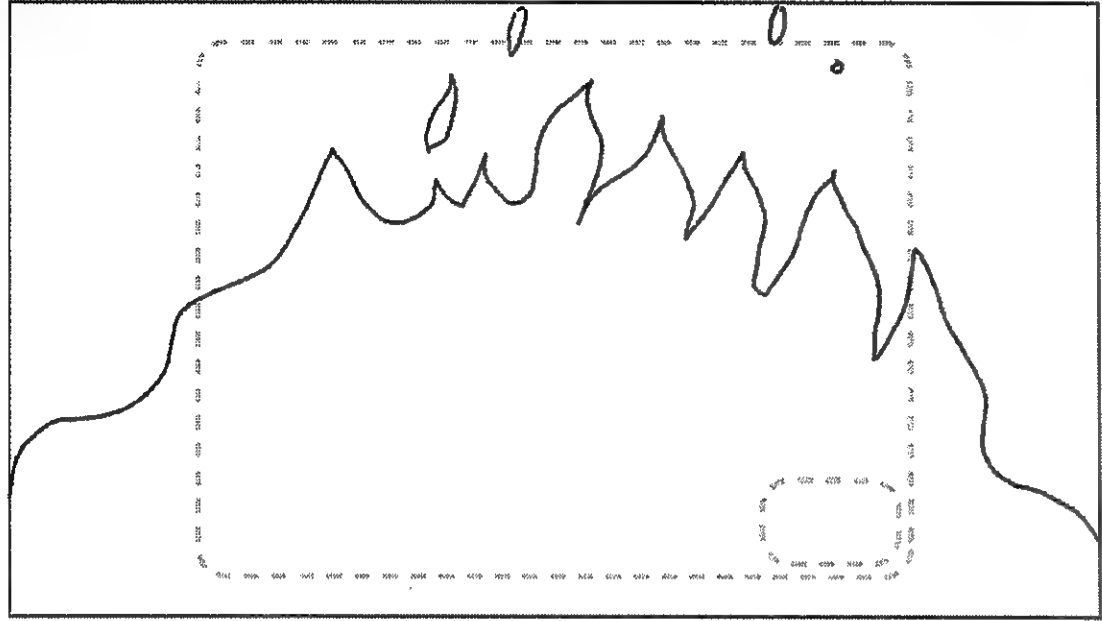


Sc. 84

Pnl. 4

Bg.

day night

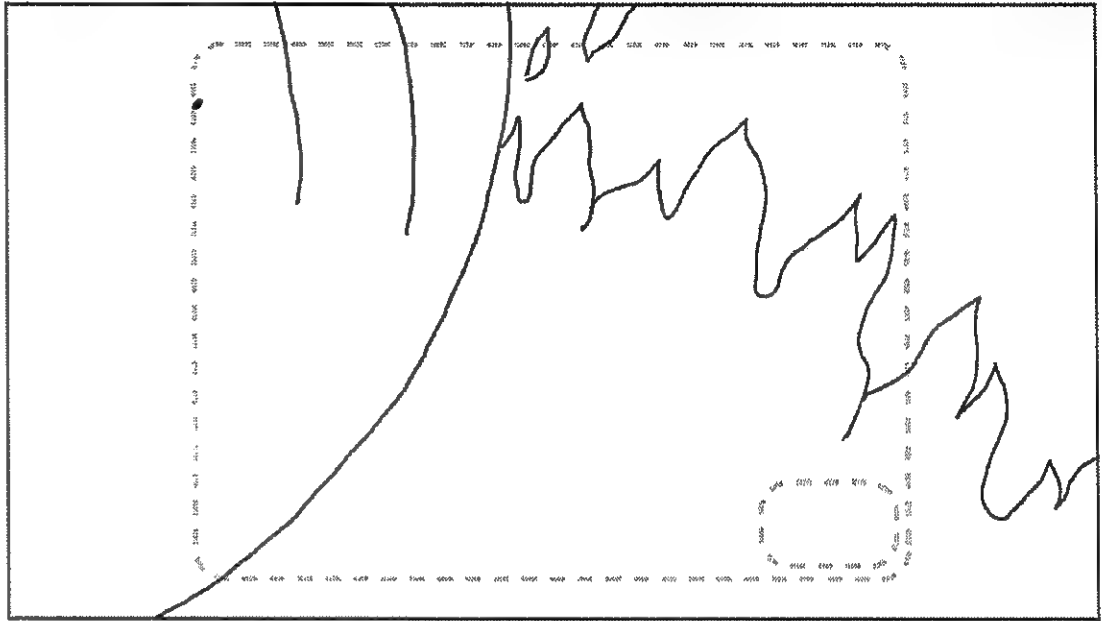


Sc. 84

Pnl. 8

Bg.

day night



Dialog:

(SFX) (STRUGGLING)

Action:

FIRE

Timing:

229

(SFX) (STRUGGLING)

FIRE

230

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Production :

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ADVENTURE TIME



Sc. 84

Pnl. C

Bg.

day night

Sc. 84

Pnl. D

Bg.

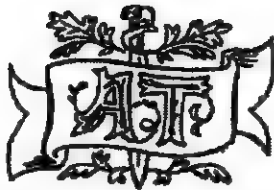
day night

Dialog:	<div>KING OF OOO</div> <div>BUT YOU</div>	
Action:		
Timing:	231	232

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 117

Sc. 84 CONT

Pnl. E

Bg.

day night



Sc. 84 CONT

Pnl. F

Bg.

day night



Dialog:

KING
OF
OOO

(CONT.)

LOOOO VVE

MMME EEEE!!!

Action:

- KOO MELTS

(HE'S MADE OF EAR WAX)

Timing:

MAY 18 2015

(F)

Handwritten signature/initials

EPISODE # 1034-219

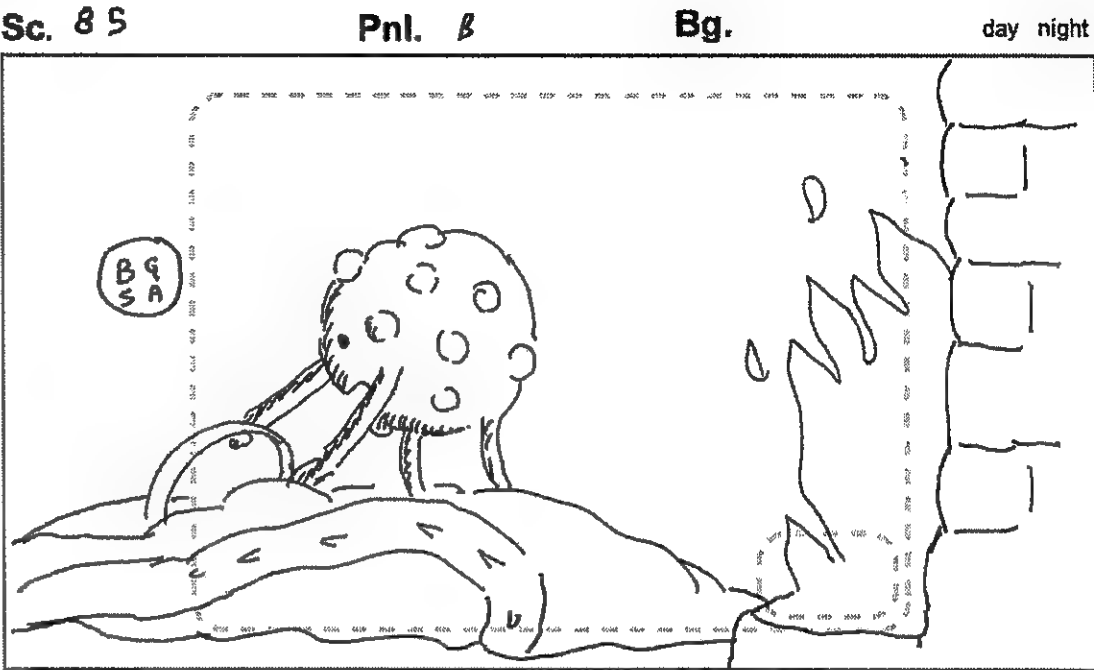
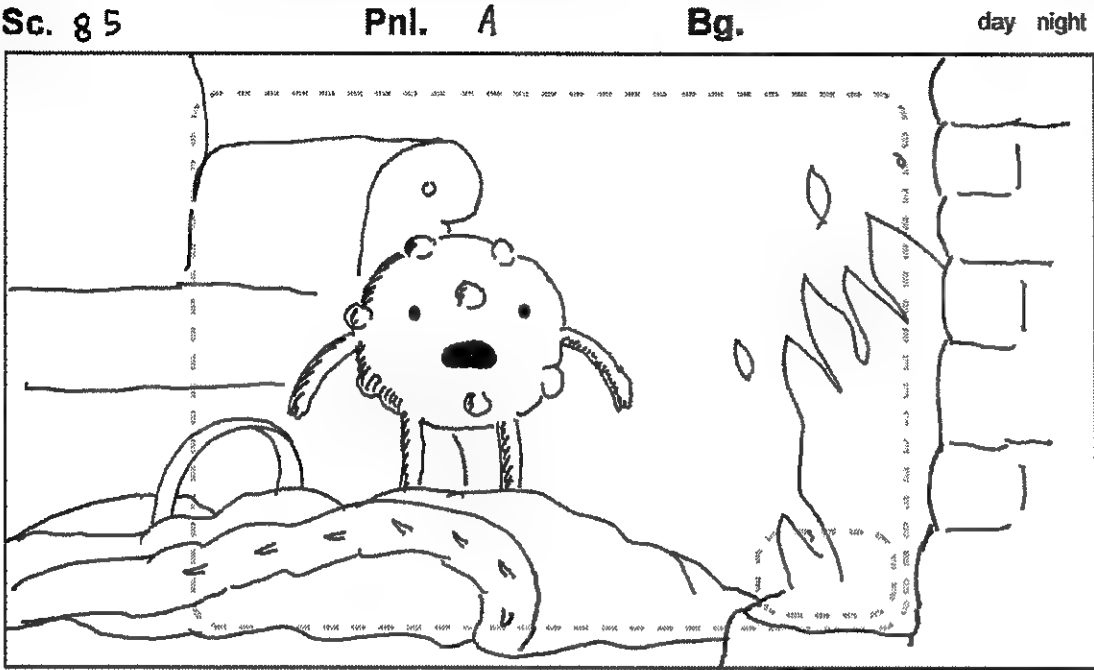
1034/219

1034/219

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ADVENTURE TIME



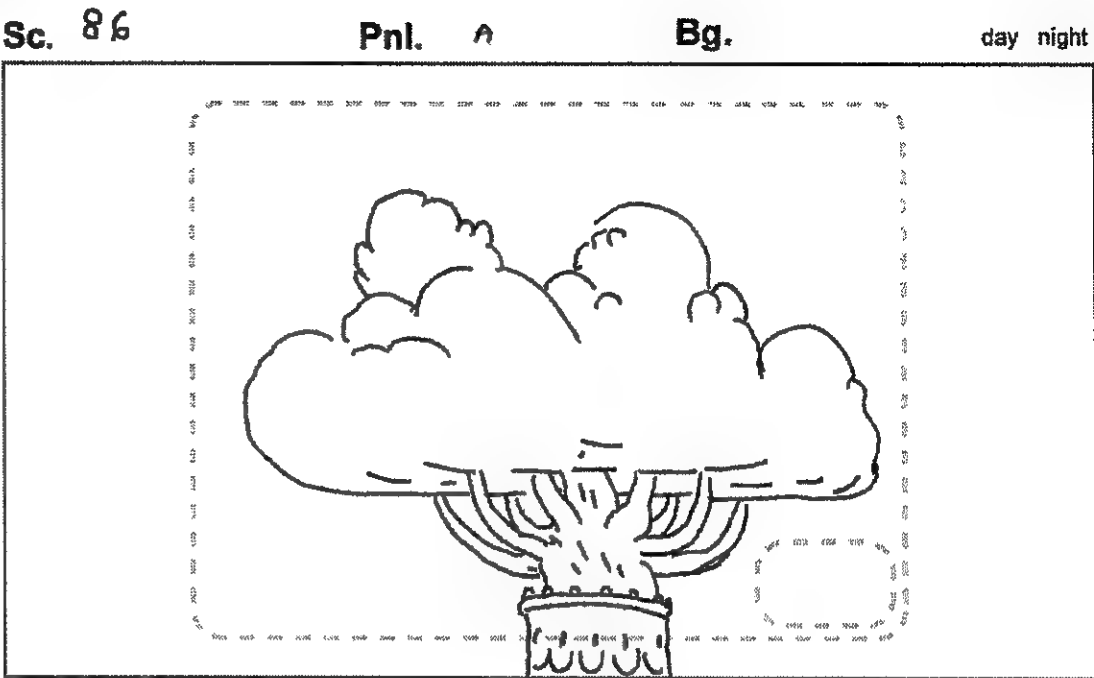
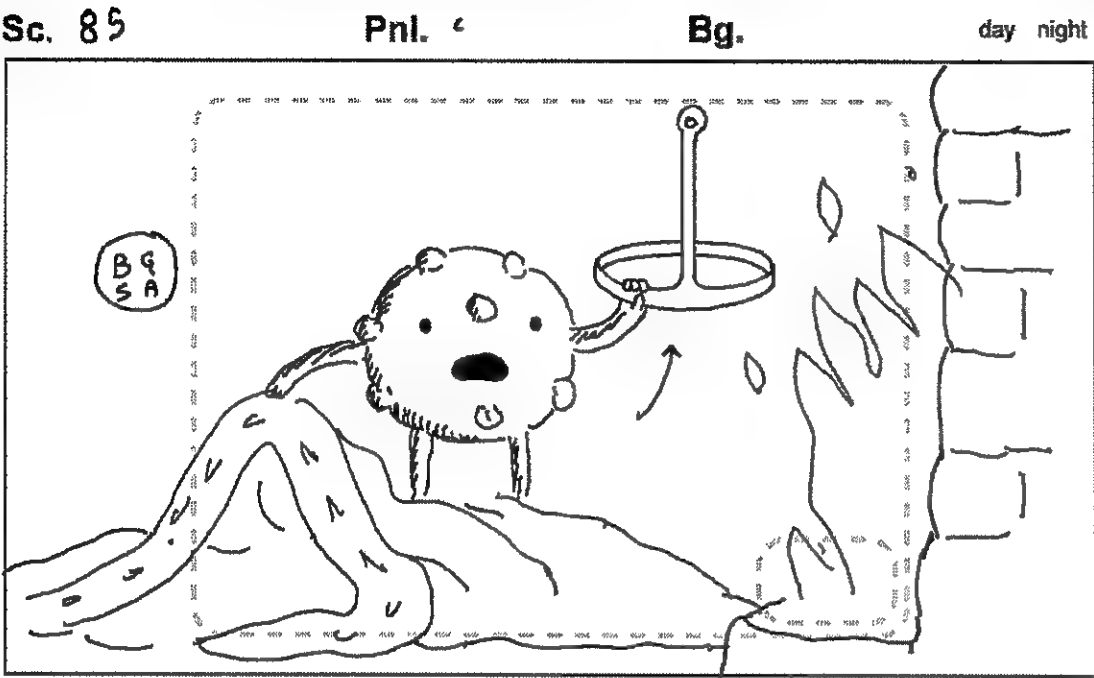
Dialog:	E AND INSTEAD OF A WAX IDOL THEY SHALL	
Action:	~ CRUNCHY REACHES DOWN.	
Timing:	235	236

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ADVENTURE TIME



Dialog:	
©(cont) HAVE A TRUE PRINCESS.	© (45) WROUGHT OF IRON WITH TEETH OF DIAMONDS.
Action:	
Timing:	
237	238

EPISODE # 1034-219
Production :

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ADVENTURE TIME

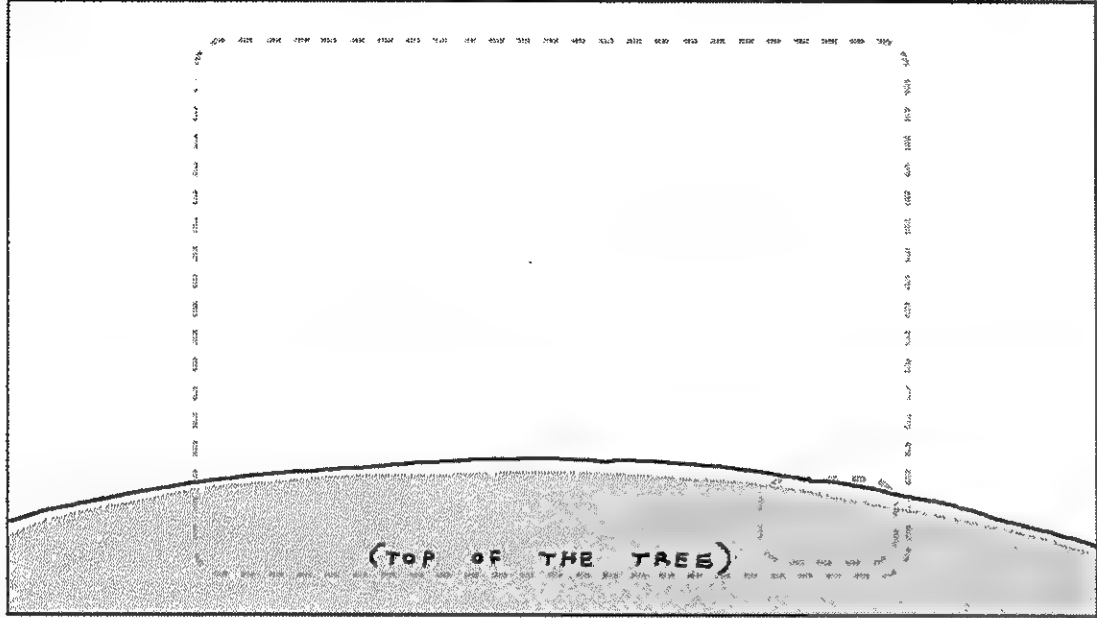


Sc. 87

Pnl. A

Bg.

day night

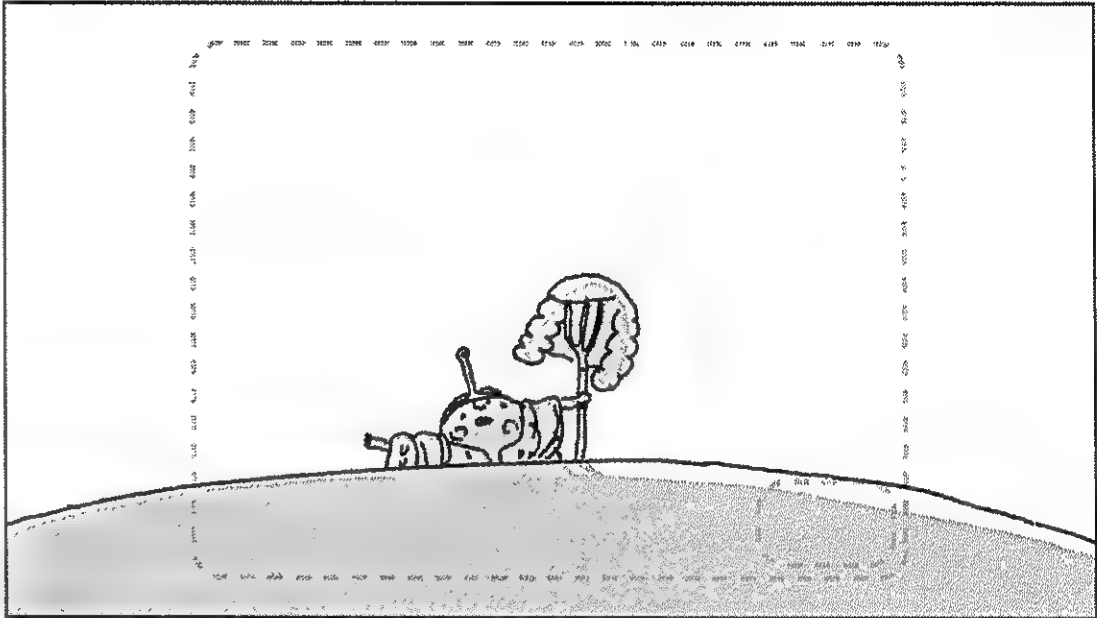


Sc. 87

Pnl. B

Bg.

day night



Dialog:	(C/CONT) HER HEART IS ICE,
Action:	- CRUNCHY CRESTS THE TREE.
Timing:	

239

240

EPISODE # 1034-219
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ADVENTURE TIME

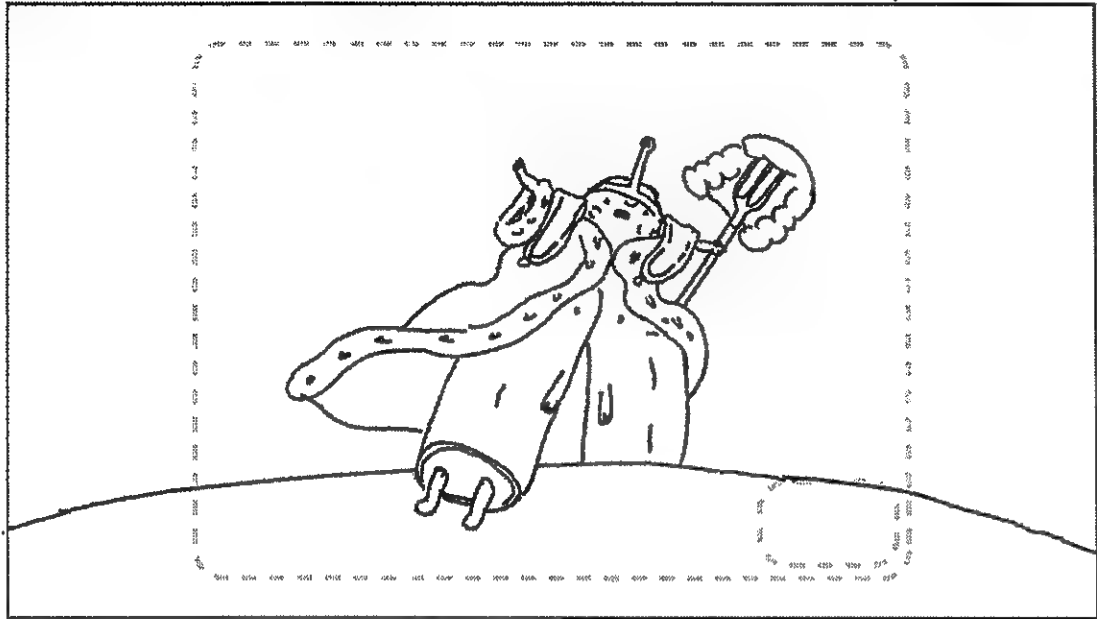


Sc. 87

Pnl. c

Bg.

day night

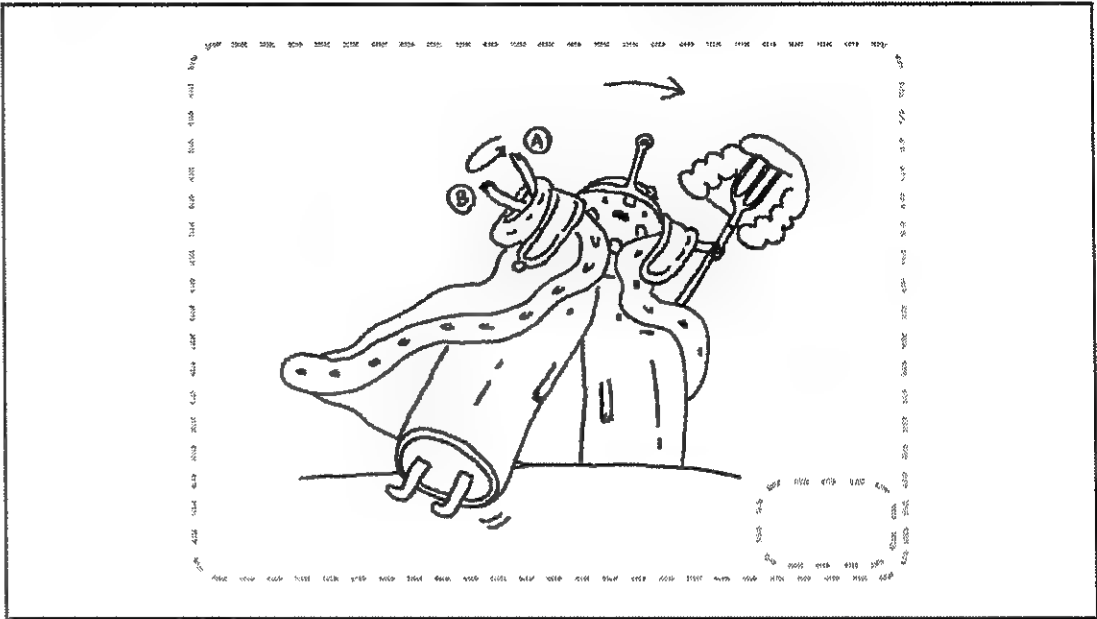


Sc. 87

Pnl. D

Bg.

day night



Dialog:

Q(ONT) HER WILL IS FIRE!

Action:

-CRUNCHY TODDLING (LEGS ARE B.GUARDS)

Timing:

241

242

EPISODE # 1034-219

Production :

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ADVENTURE TIME

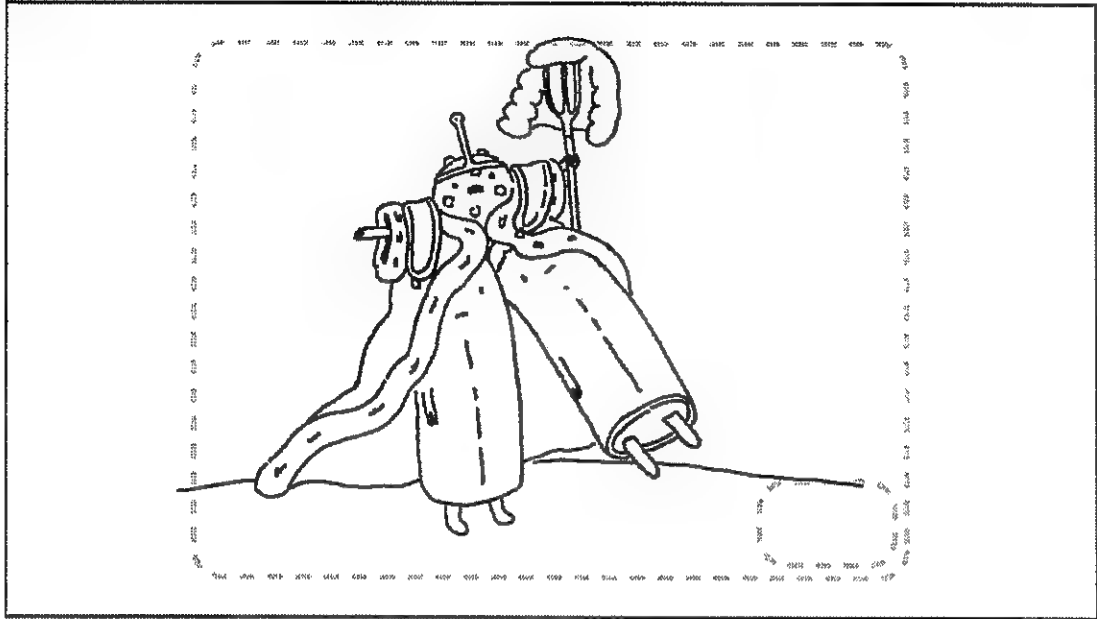


Sc. 87

Pnl. E

Bg.

day night

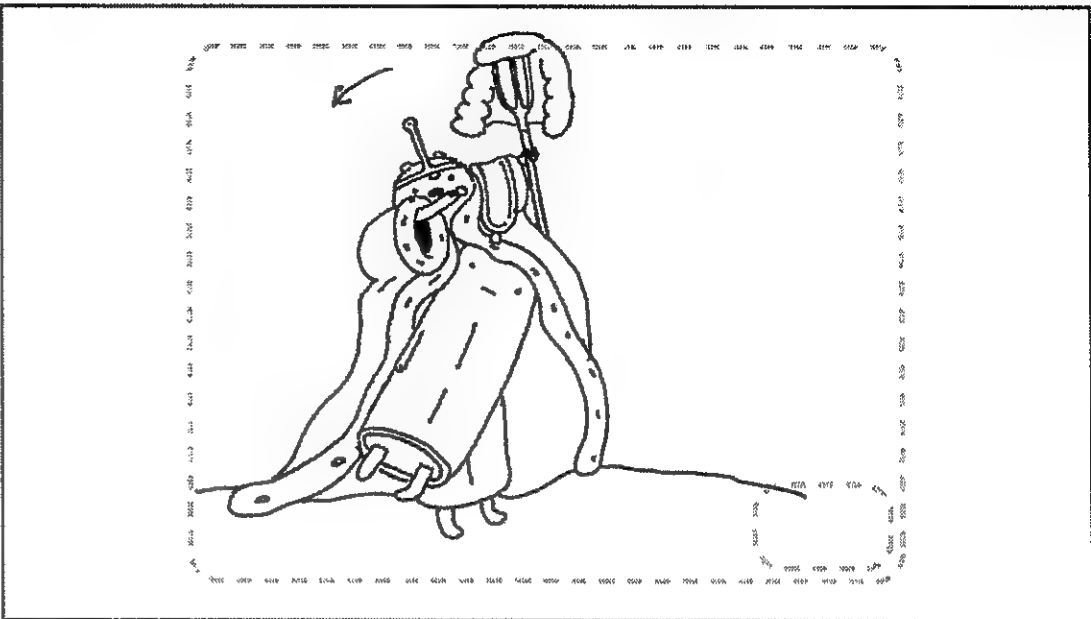


Sc. 87

Pnl. F

Bg.

day night



Dialog:

Q (cont) PRINCESS CRUNCHY:

Action:

Timing:

243

244

EPISODE # 1034-219

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ADVENTURE TIME

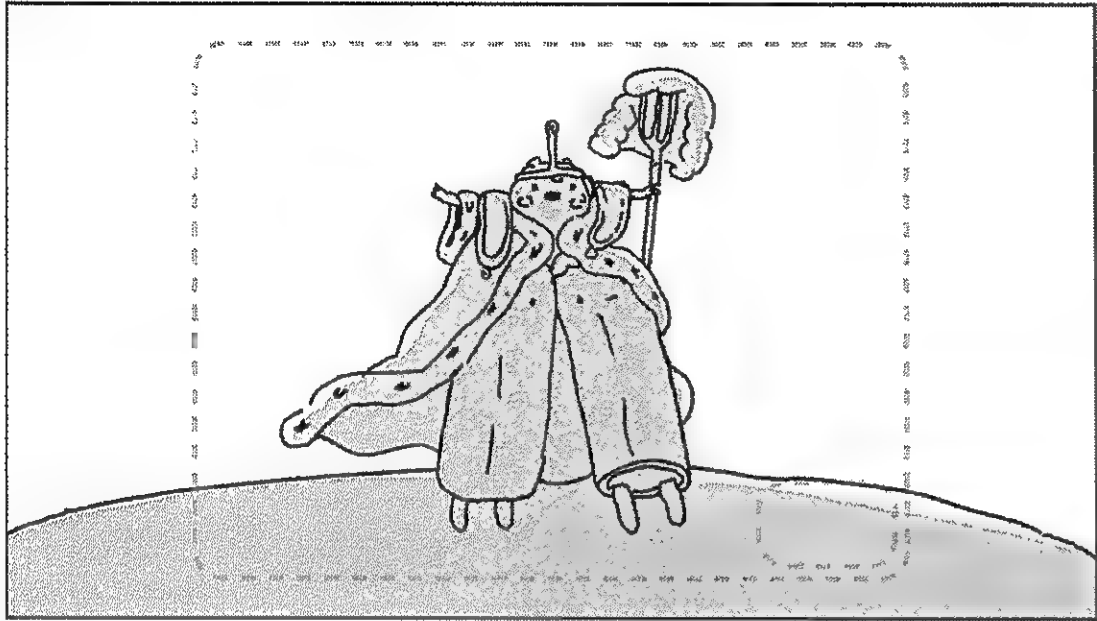


Sc. 87

Pnl. 6

Bg.

day night

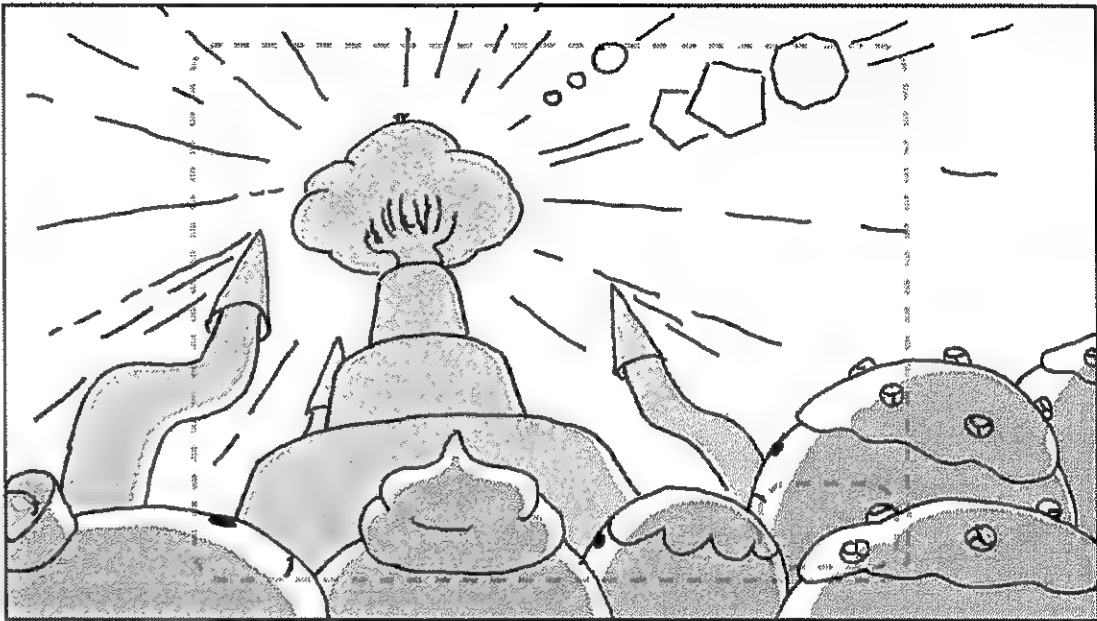


Sc. 88

Pnl. A

Bg.

day night



Dialog:

© (CONT) THE UNFORGIVING!

Action:

Timing:

245

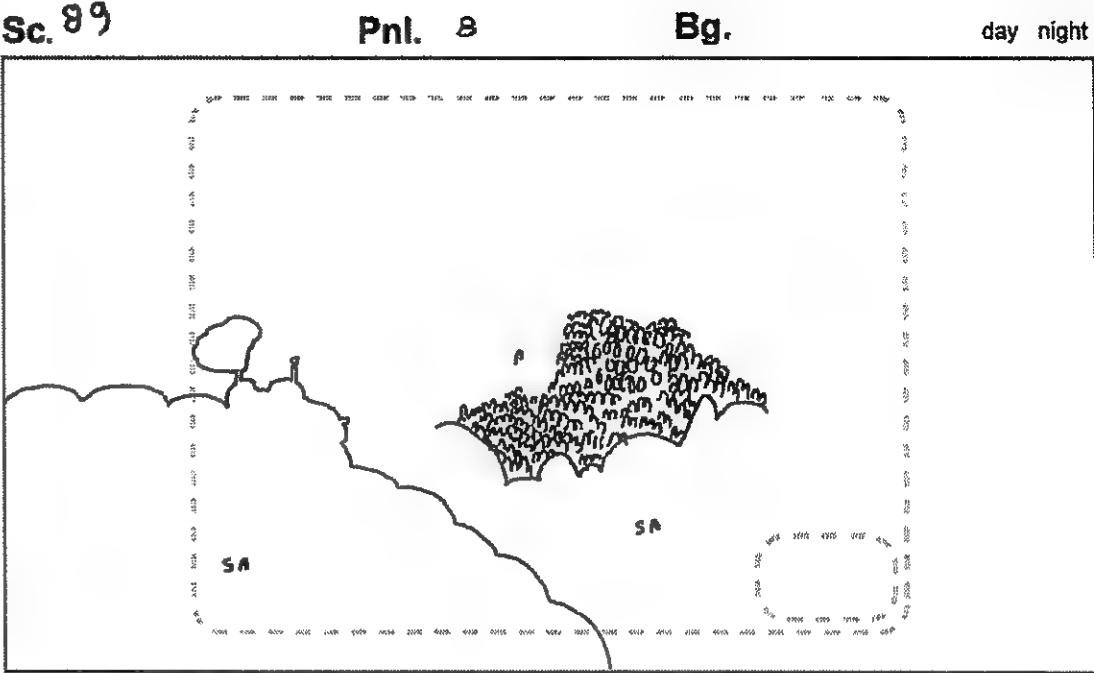
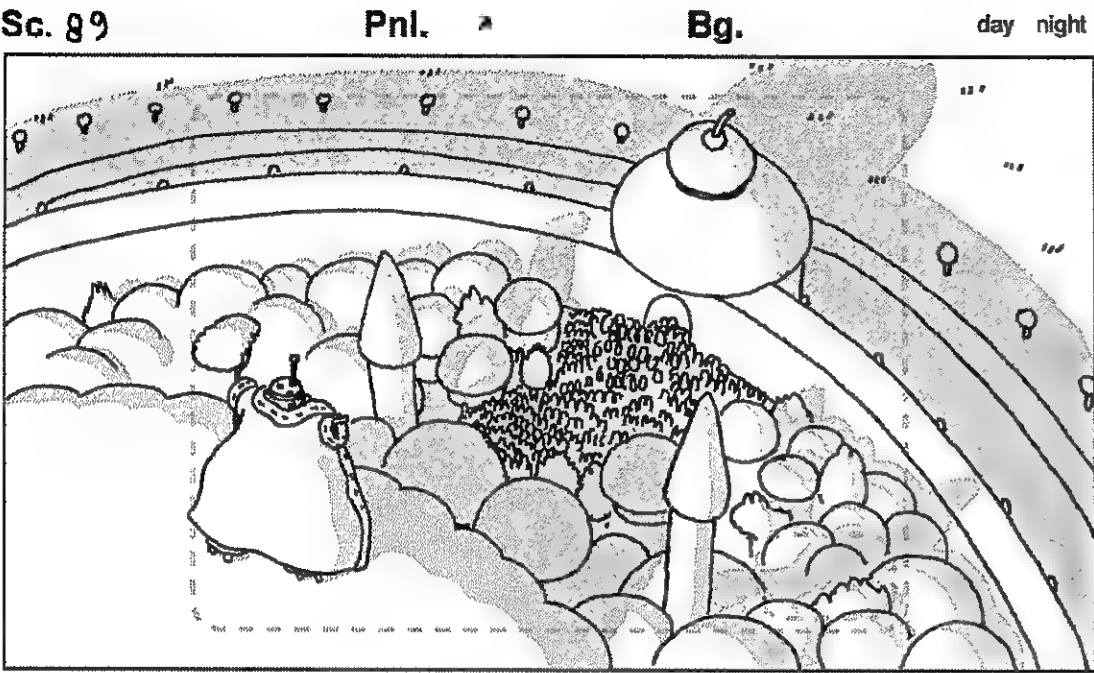
246

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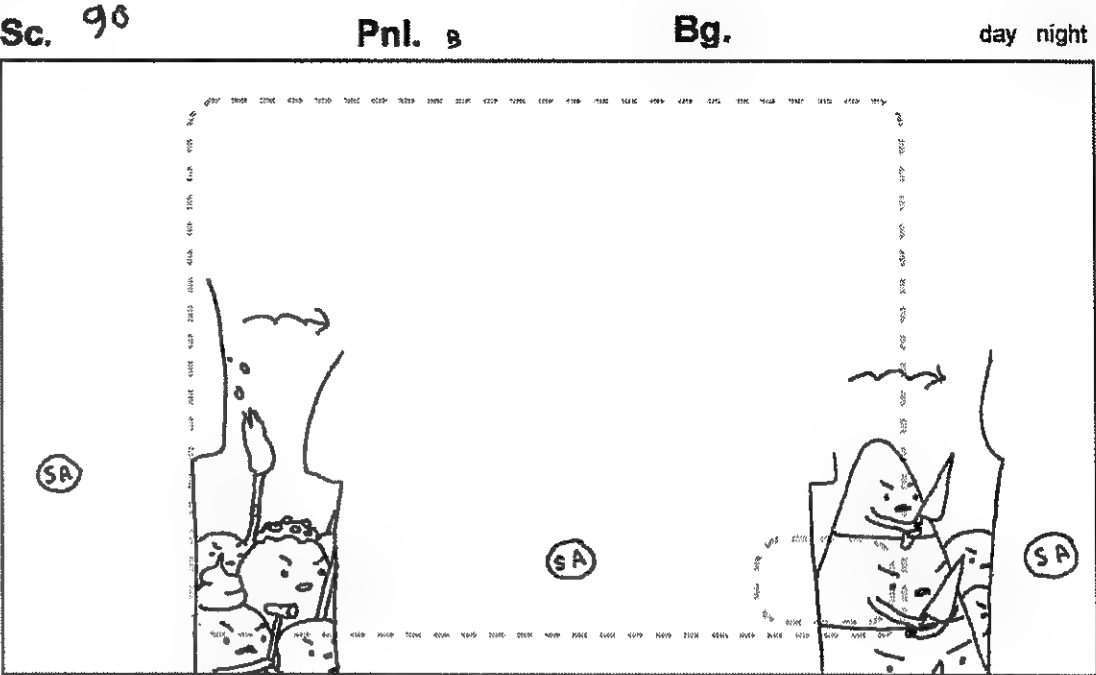
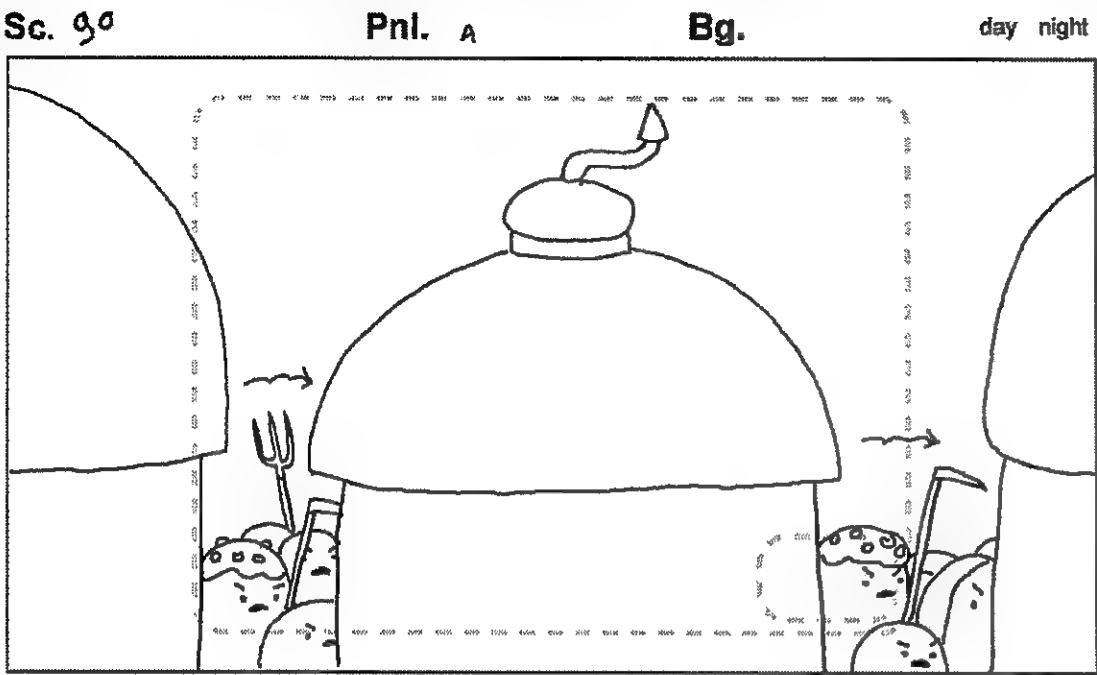


Dialog:	
Q PRINCESS CRUNCHY COMMANDS YOU , GO , FIGHT THAT THING FOR ME !	CANDY POP. CHEERS
Action:	
Timing:	
247	248

1034-219
EPISODE #
Production :

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ADVENTURE TIME



Dialog:

(SFX) (MOB NOISES)

Action:

— P.B.G.'s HOUSE, NOT PREVIOUSLY SEEN IN FULL.

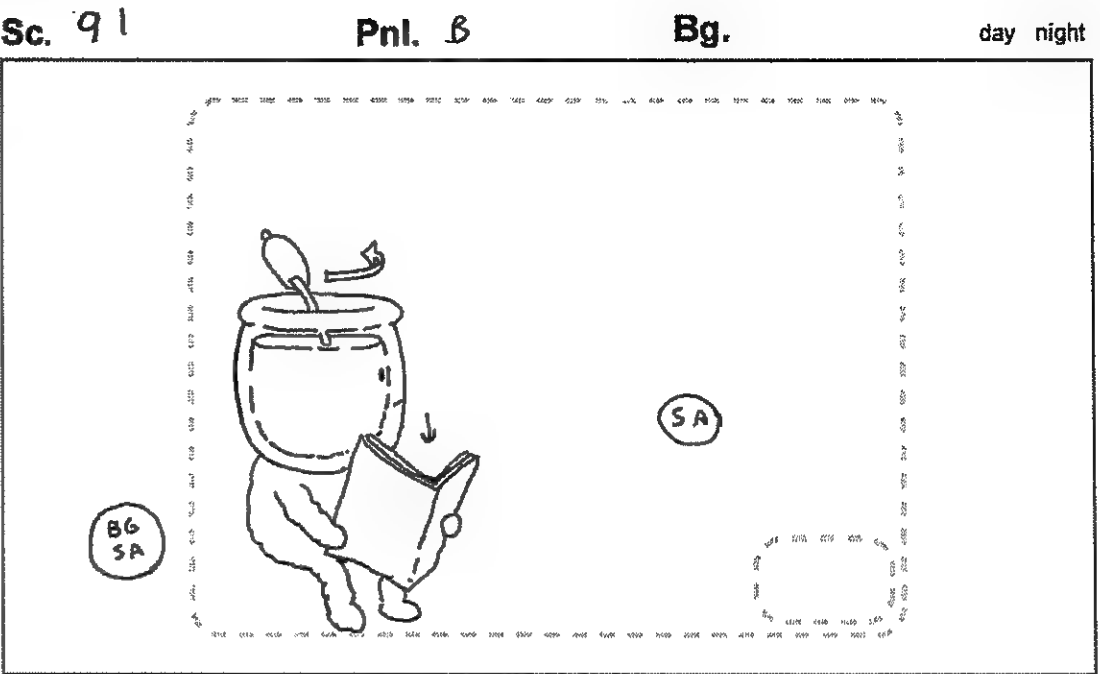
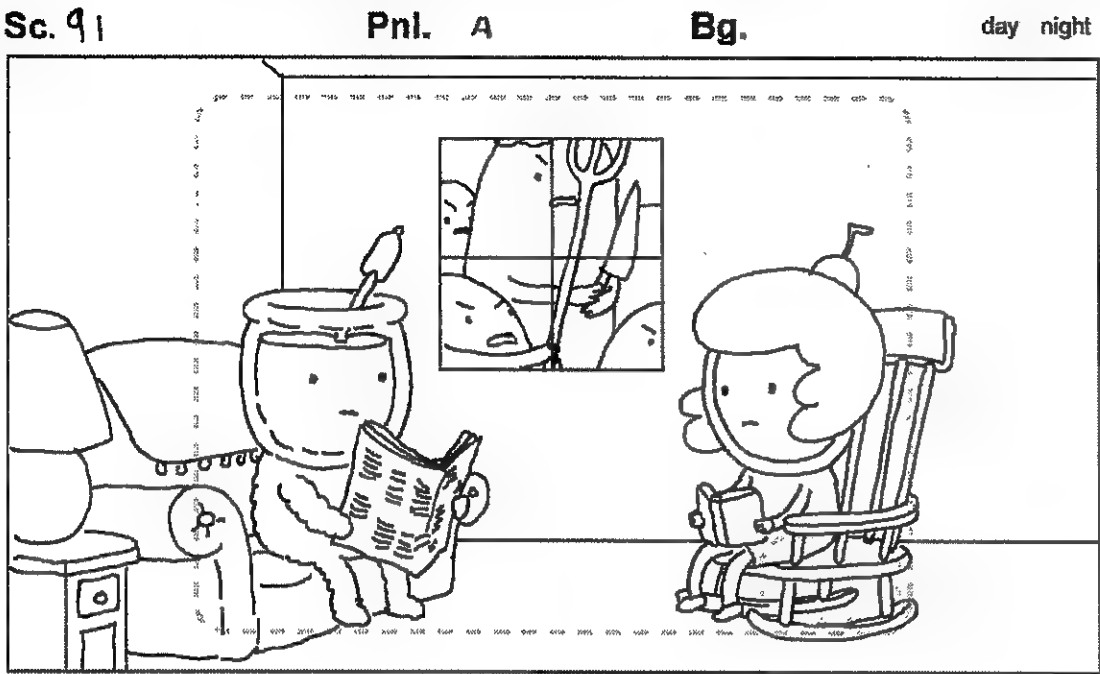
Timing:

249 250

EPISODE # 1034-219 Production :

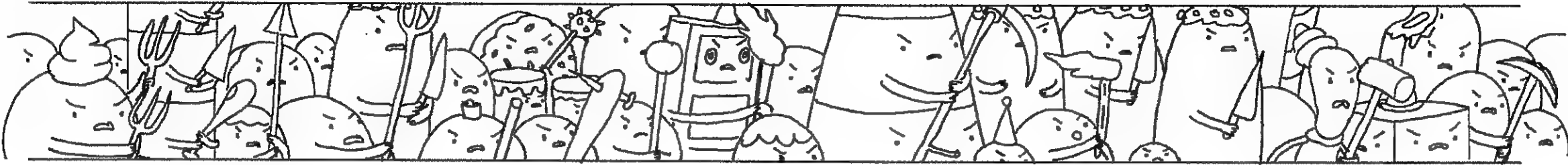
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ADVENTURE TIME



Dialog:
Action: - CANDY PEOPLE STREAM BY WINDOW. - DBG LOOKS OUT WINDOW.
Timing: 251 252

ADVENTURE TIME



CANDY MOB GOING BY THE WINDOW.
WHAT DO YOU THINK, CAN THIS BE CYCLED
OR WILL IT LOOK CHEESY?

253

254

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ADVENTURE TIME



Sc. 91

Pnl. C

Bg.

day night

Sc. 91

Pnl. D

Bg.

day night

Dialog:	<div>(SFX) SNAP</div>	
Action:	-DBG LEAPS TO HIS FEET.	-CCS SNAPS HER BOOK SHUT
Timing:	255	256

ADVENTURE TIME

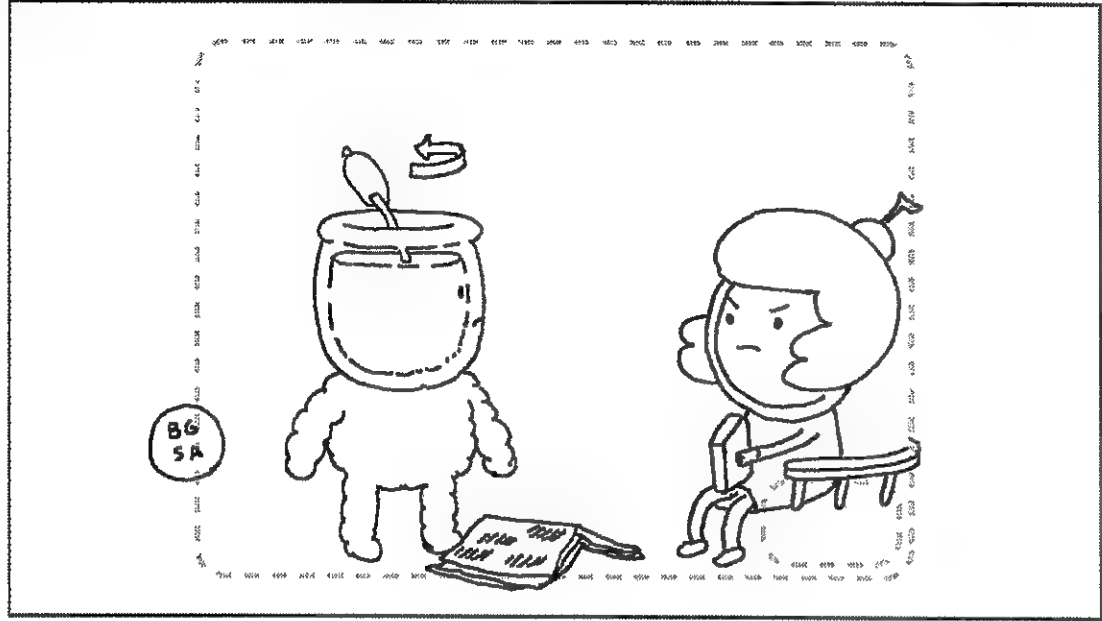


Sc. 91

Pnl. E

Bg.

day night

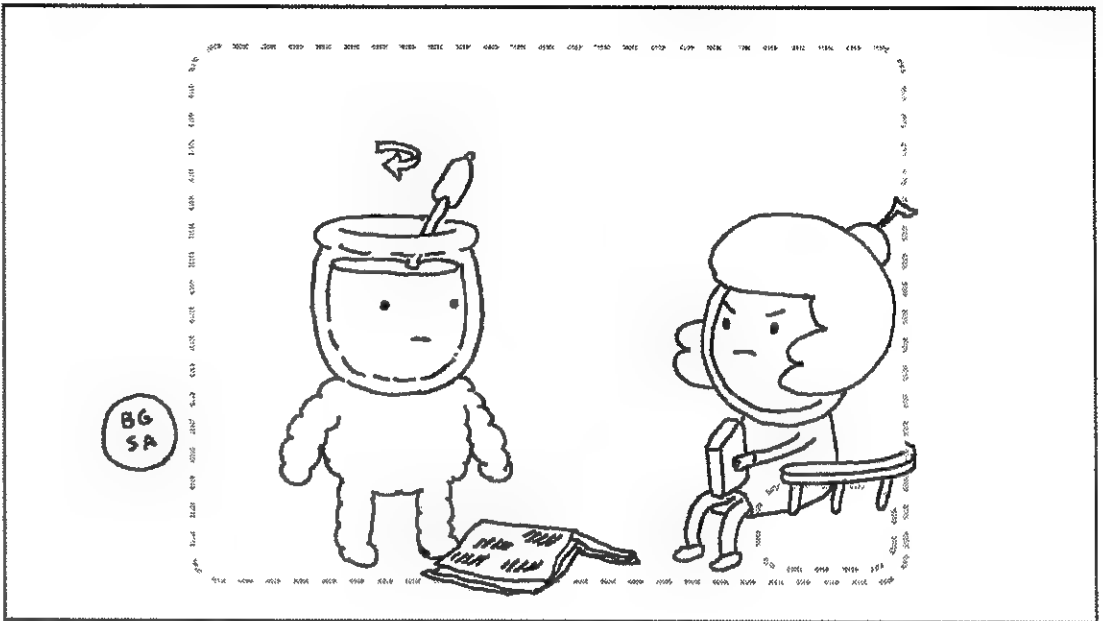


Sc. 91

Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

257

258

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ADVENTURE TIME



Sc. 91

Pnl. G

Bg.

day night

Sc. 92

Pnl. A

Bg.

day night

Dialog:	
Action:	- DBG SITS DOWN AGAIN. (SKY)
Timing:	259260

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ADVENTURE TIME

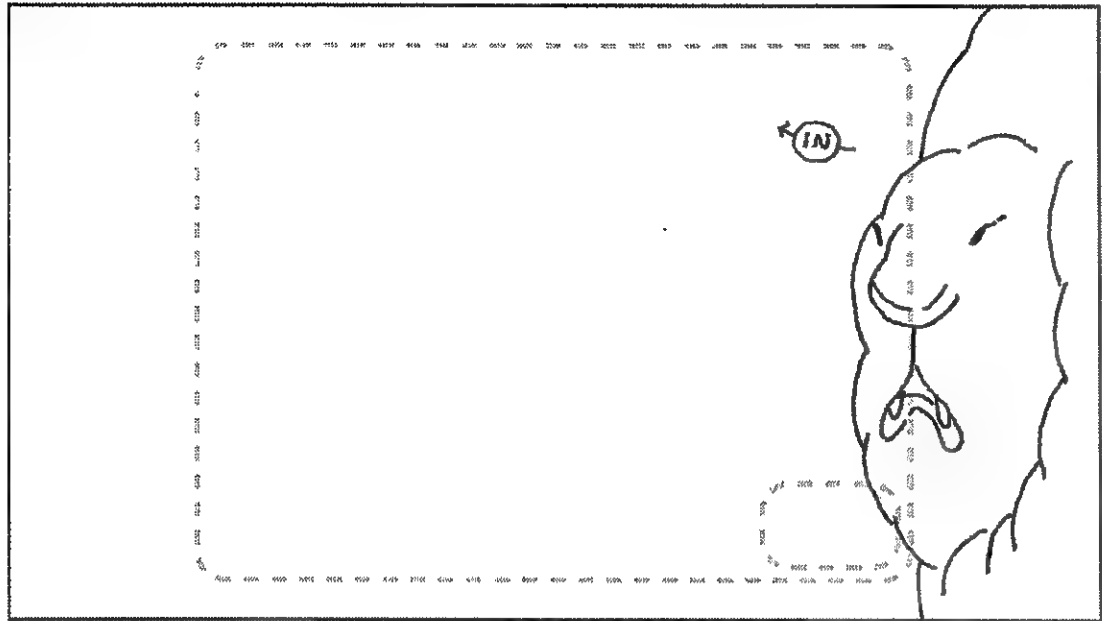


Sc. 92

Pnl. B

Bg.

day night

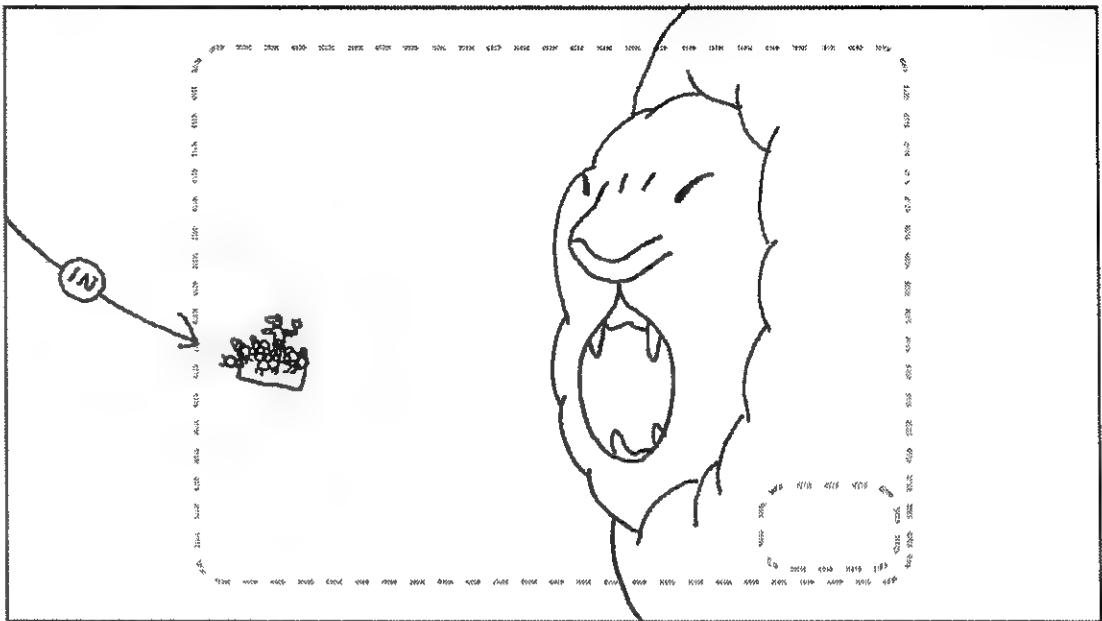


Sc. 92

Pnl. C

Bg.

day night



Dialog:

ESSENCE. = ROARING =

Action:

- V.E. LOOMS ON/S.

- PB SWOOPS ON/S.

Timing:

261

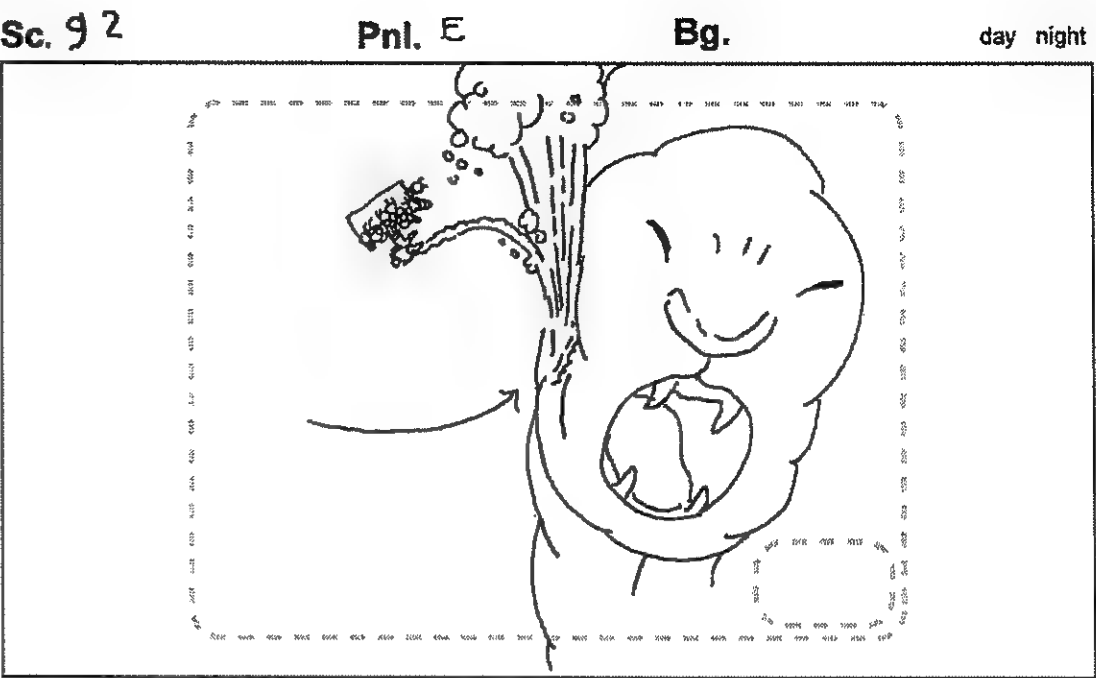
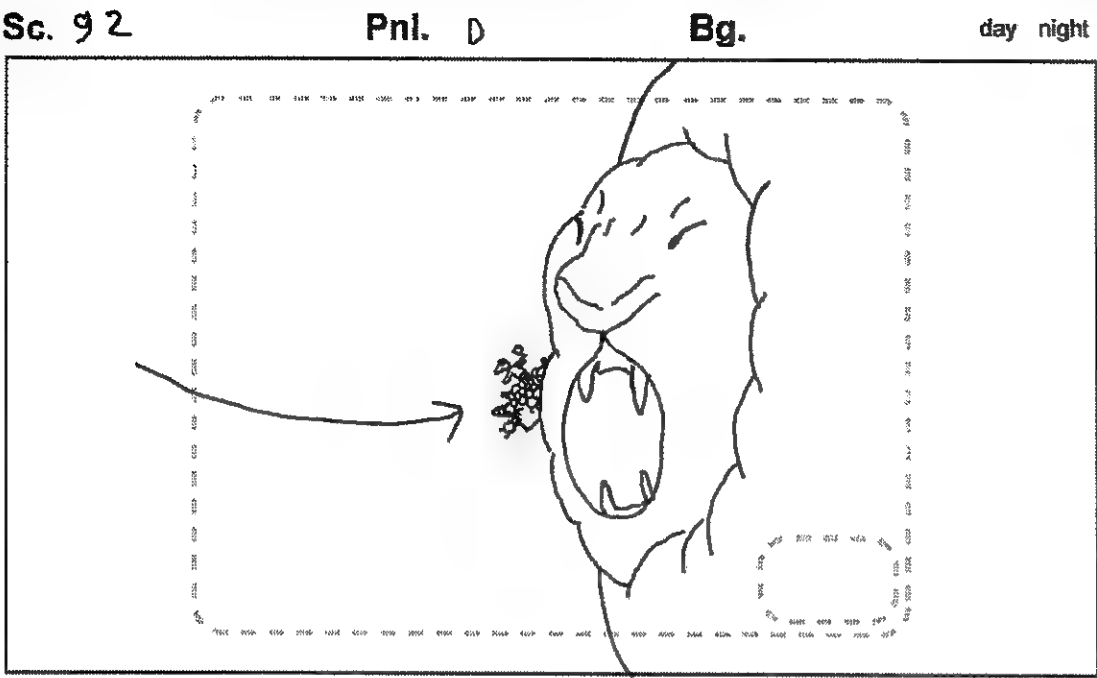
262

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ADVENTURE TIME



Dialog:	ESSENCE: [ROAR] SFX: * FSHHH *
Action:	- PB LOOPS BACK, DRAGS HATCHET BEHIND HER - STEAM SHOTS OUT OF RENT.
Timing:	

263

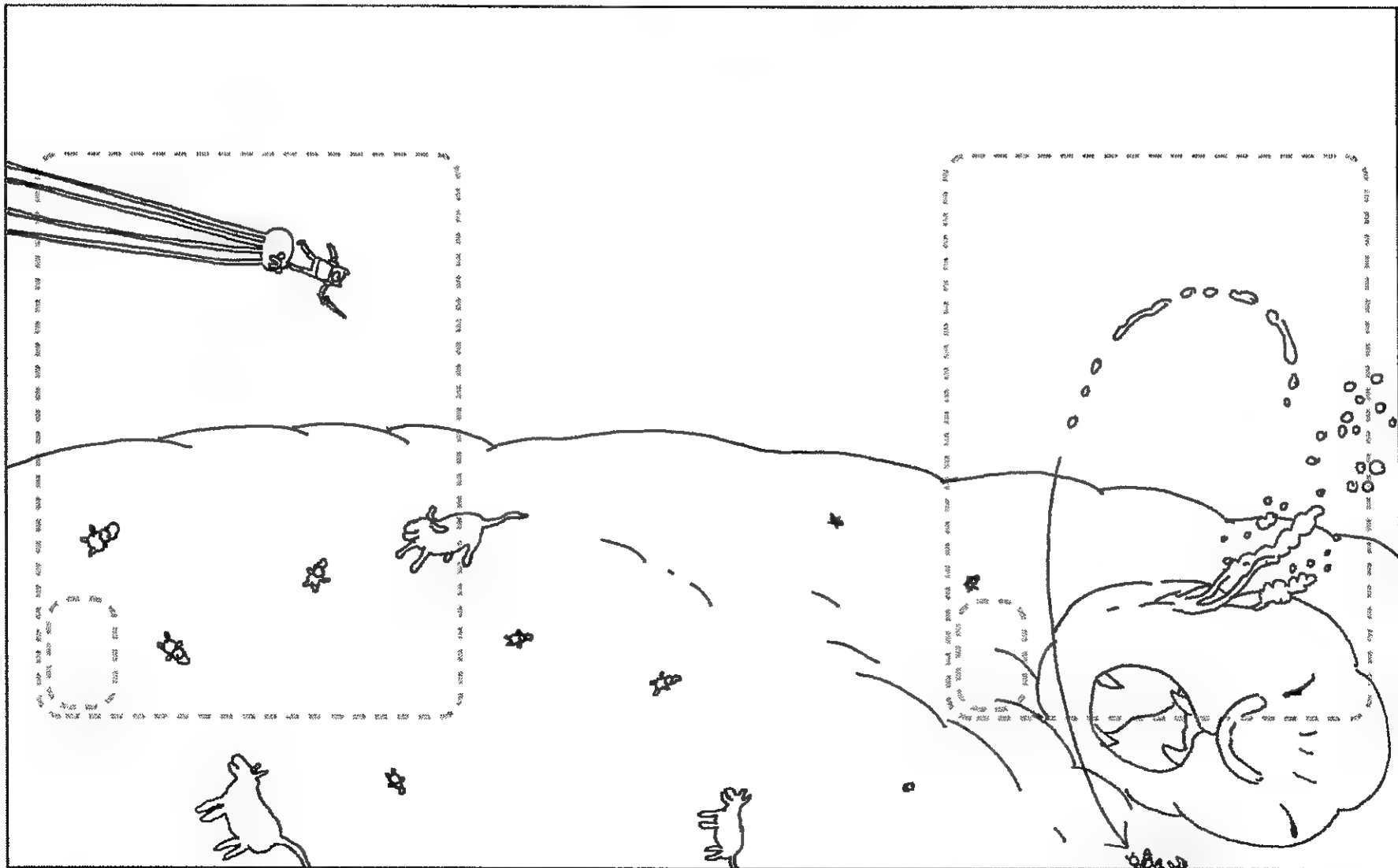
264

EPISODE # 1034-219
Production :

ADVENTURE TIME



Page 133



Sc. 92

Pl. F

Bg.

day night

- PAN DOWN
ESSENCE'S
BODY.

265

266

1034-219

EPISODE #

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ADVENTURE TIME



Sc. 92 Pnl. G Bg. day night

Sc. 92 Pnl. H Bg. day night

Dialog:	(F) UGH!	
Action:	- F. CUTS AT ESSENCE WITH STAKE SWORD, LOSES BALANCE.	- JAKE SWAYING.
Timing:	267	268

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Production :

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ADVENTURE TIME

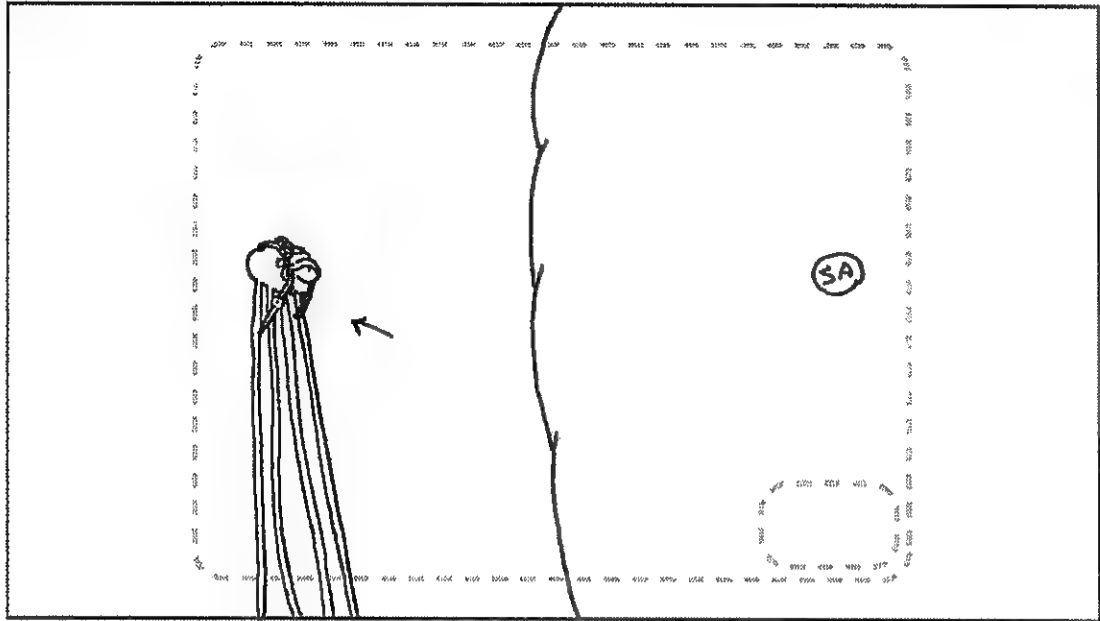


Sc. 92

Pnl. I

Bg.

day night

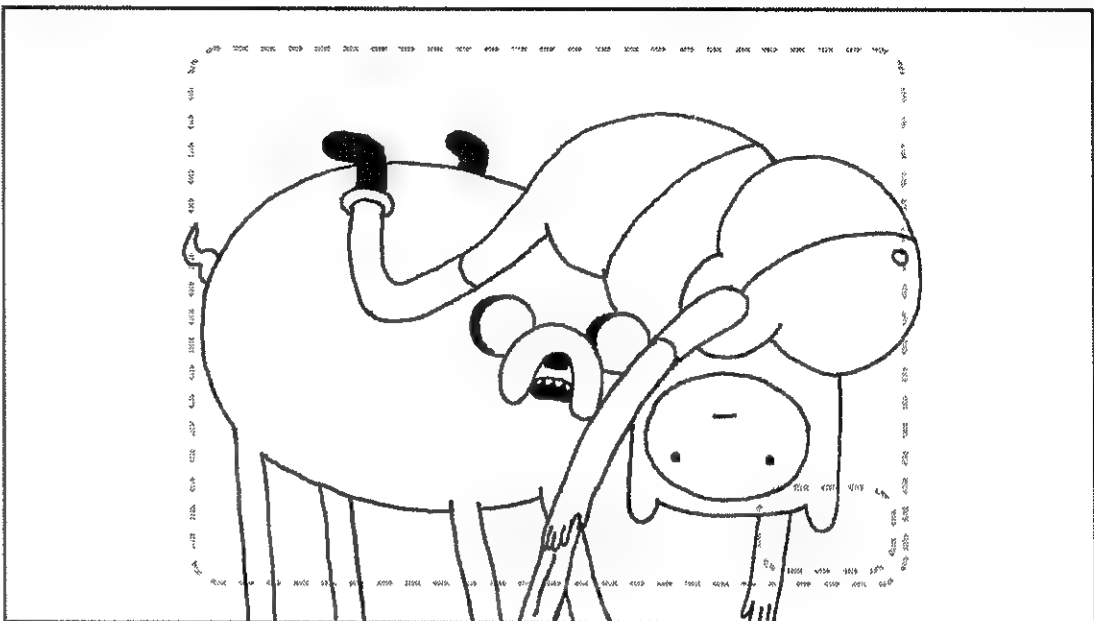


Sc. 93

Pnl. A

Bg.

day night



Dialog:

② THIS AIN'T WORKIN',
IT'S JUST FART GRABBIN'!

Action:

Timing:

269

270

1034-219

EPISODE #

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ADVENTURE TIME

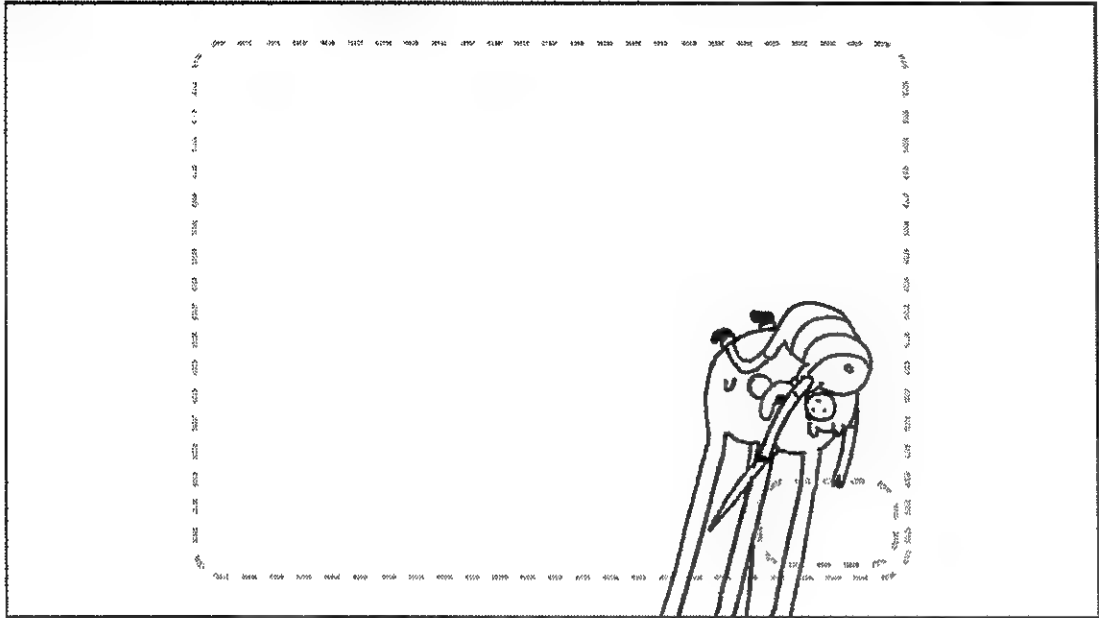


Sc. 94

Pnl. A

Bg.

day night

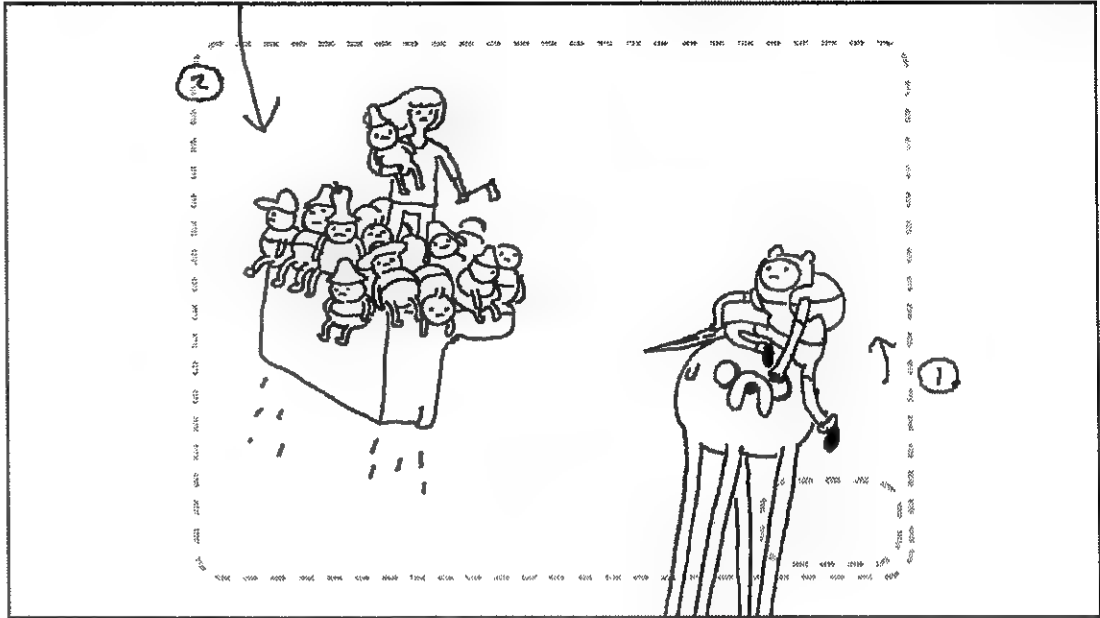


Sc. 94

Pnl. B

Bg.

day night



Dialog:	(B) UAH!
Action:	- F. CLIMBS UP ON JAKE. - PB SWOOPS IN.
Timing:	271 272

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ADVENTURE TIME

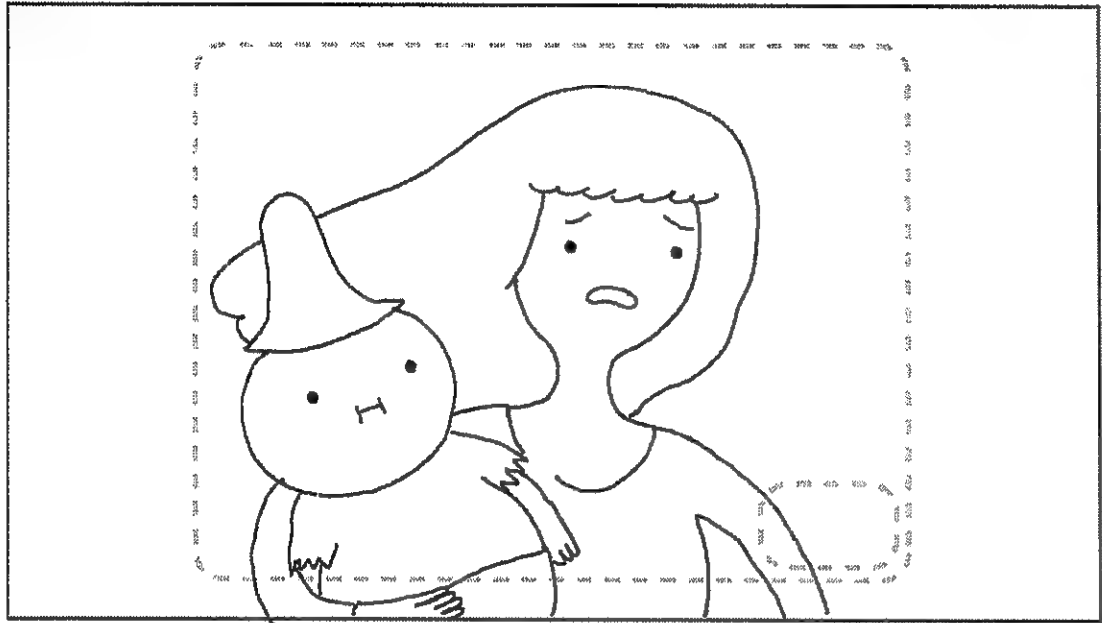


Sc. 95

Pnl. A

Bg.

day night

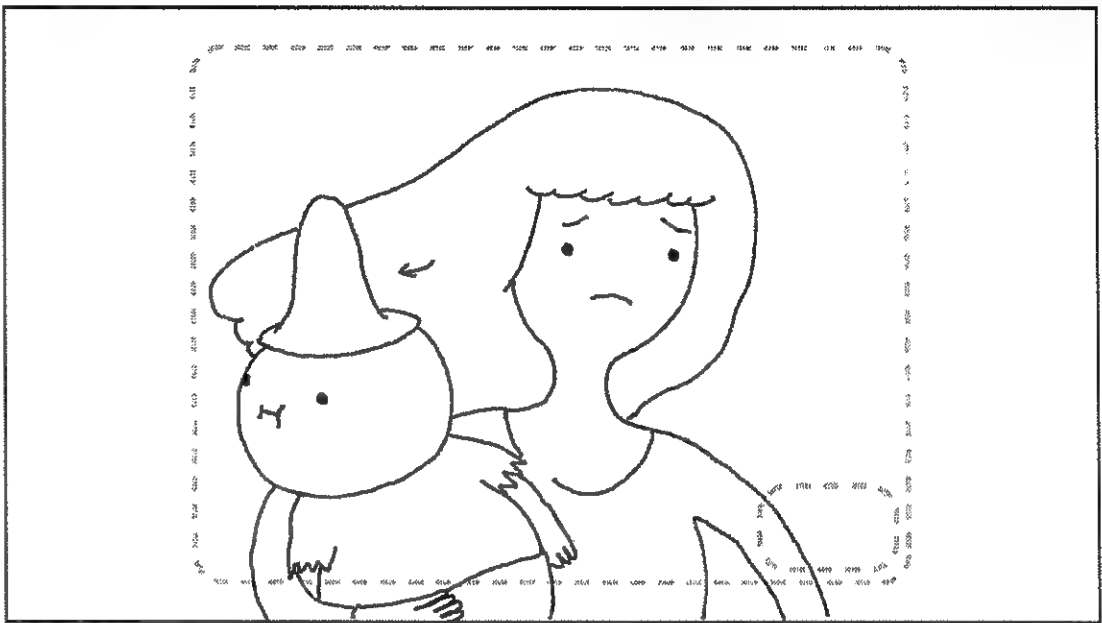


Sc. 95

Pnl. B

Bg.

day night



Dialog:

B/ DUDES I DON'T KNOW!

Action:

Timing:

273

274

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ADVENTURE TIME



Sc. 95

Pnl. C

Bg.

day night

Sc. 95

Pnl. D

Bg.

day night

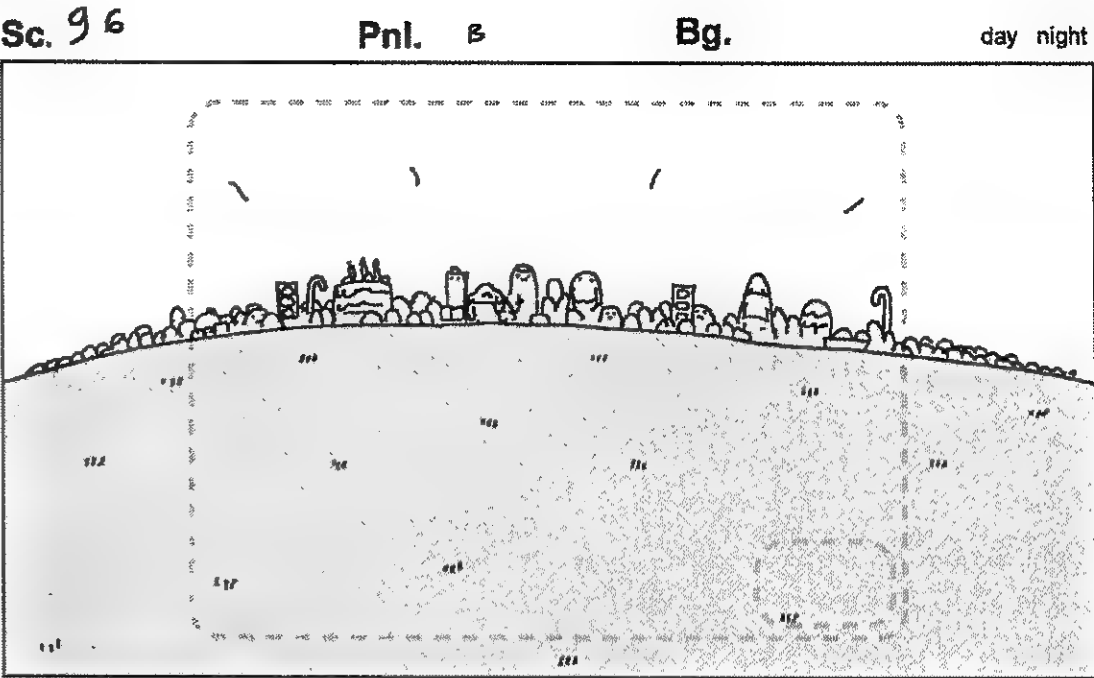
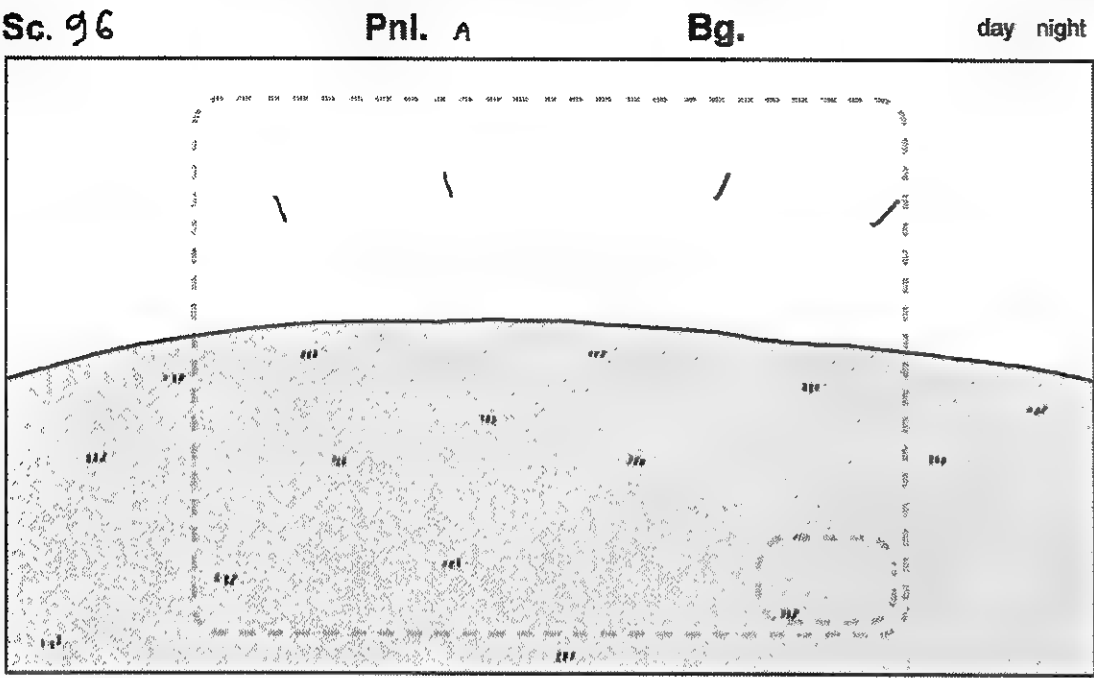
Dialog:
Ⓔ LOOK !
Action:
Timing:
275
276

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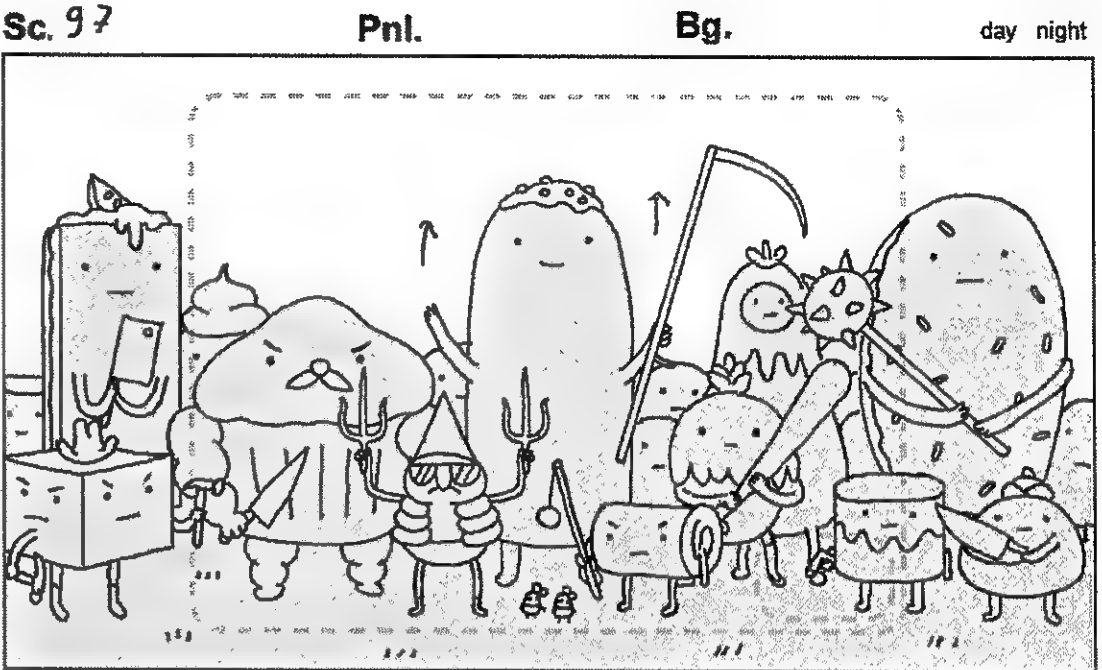
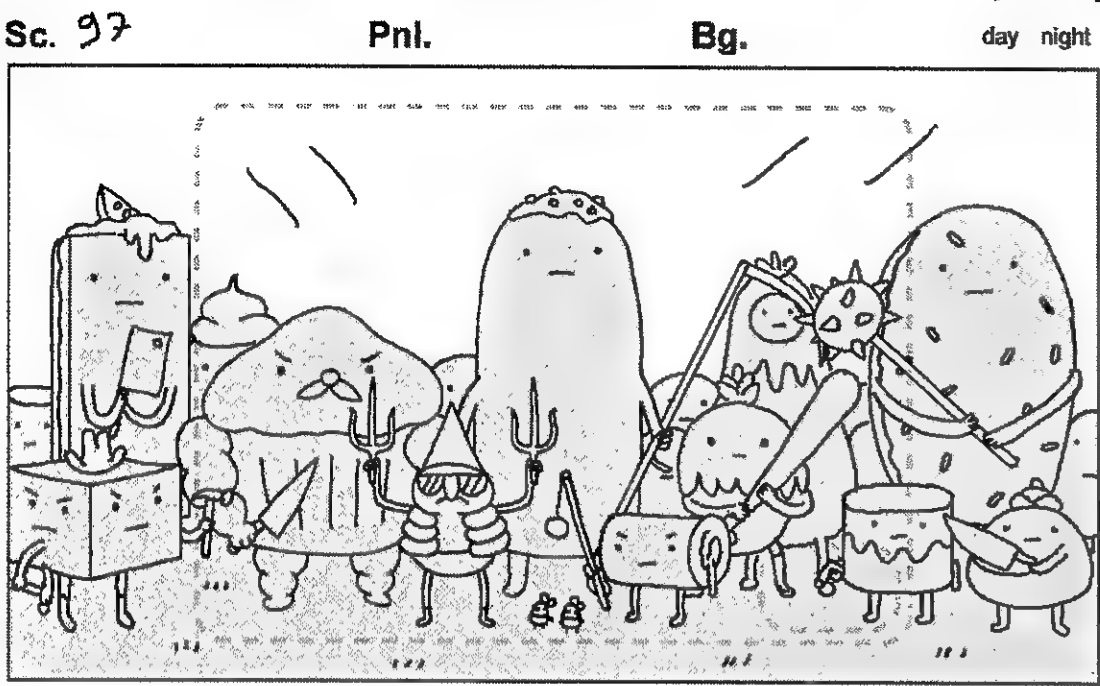
ADVENTURE TIME



Dialog:	
Action:	(IS THIS EXCESSIVE BACKLIGHTING?) - CANDY PEOPLE APPEAR OVER HILL.
Timing:	
277	278

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Production :

ADVENTURE TIME



Dialog:
Action:
Timing:
279
280

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ADVENTURE TIME



Sc. 98

Pnl. A

Bg.

day night

Sc. 98

Pnl. B

Bg.

day night

Dialog:
Action:
Timing:

281

282

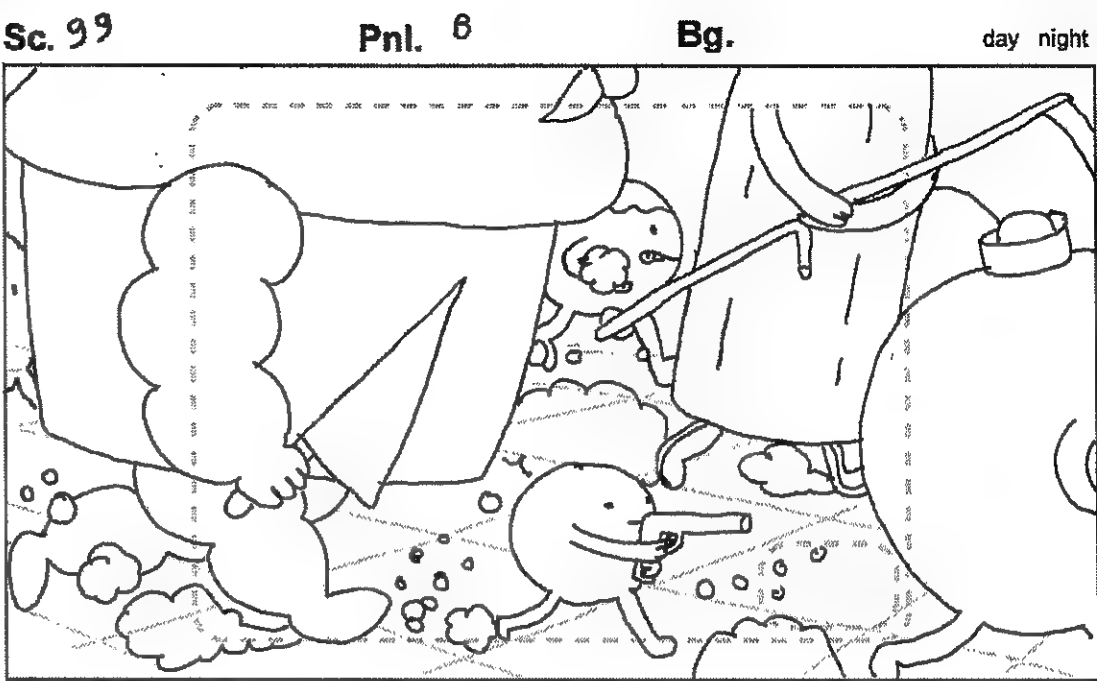
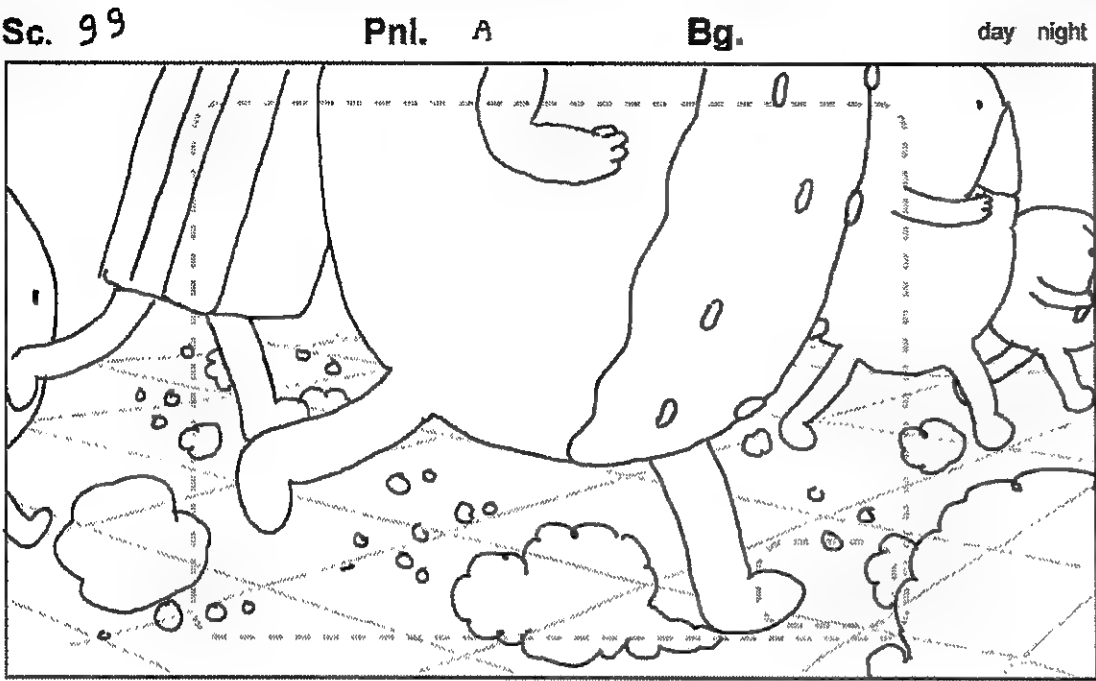
-PB SMILES.

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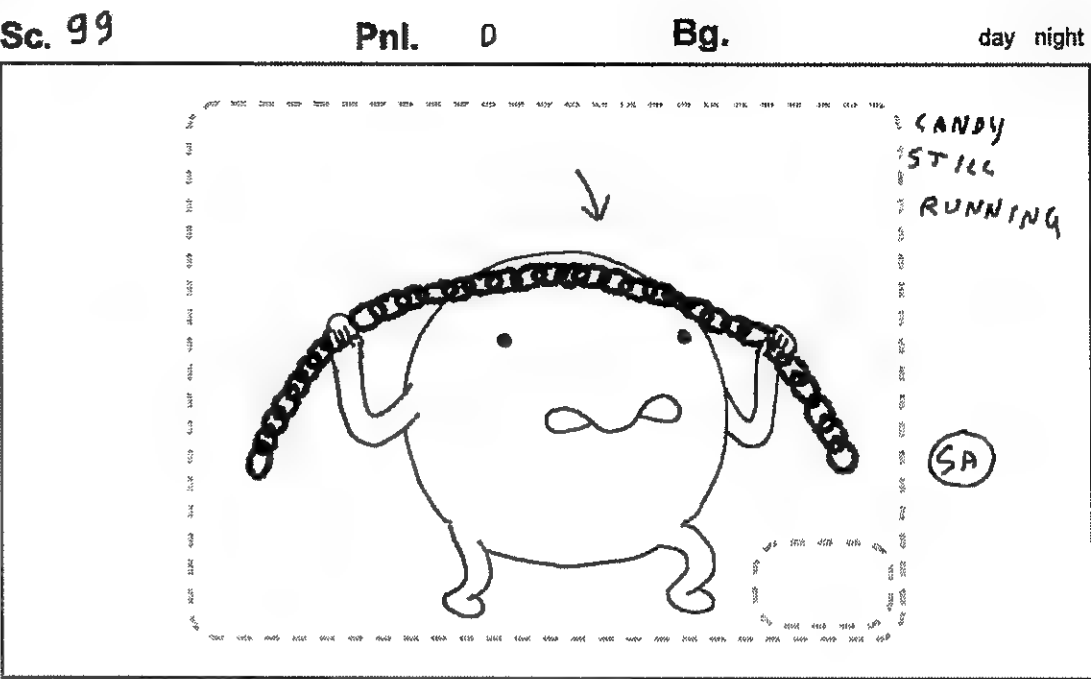
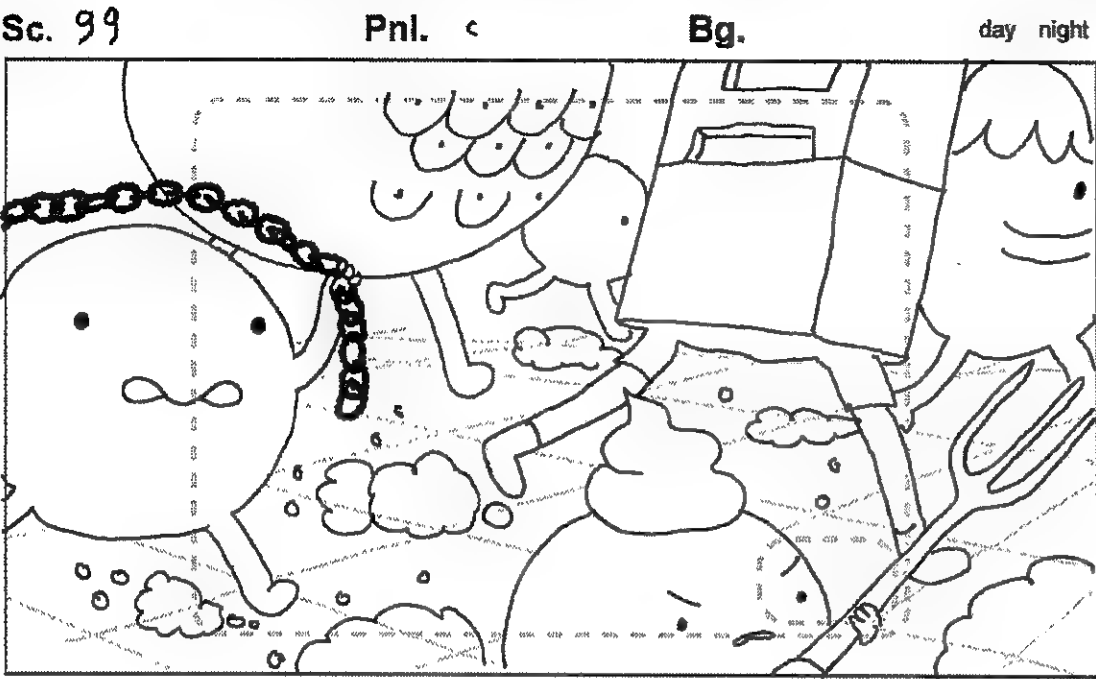


Dialog:	
Action:	-CANDY PEOPLE 'STREAM FORWARD.
Timing:	
283	284

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ADVENTURE TIME



Dialog:
Action: - STARCHY RUNS ON/S.
Timing:
285
286

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ADVENTURE TIME

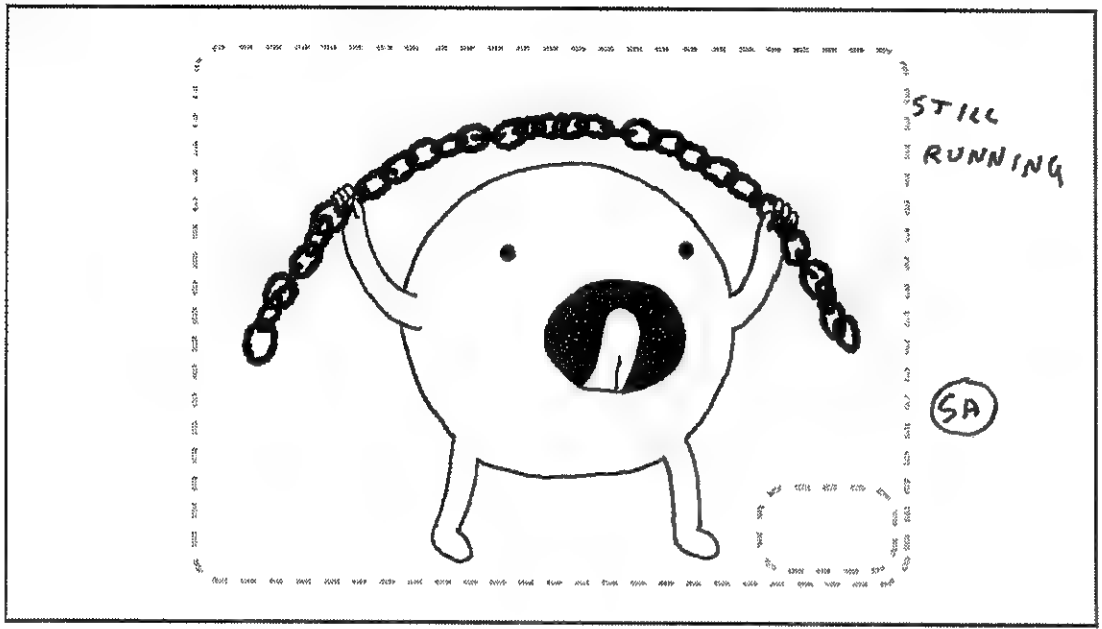


Sc. 99

Pnl. E

Bg.

day night

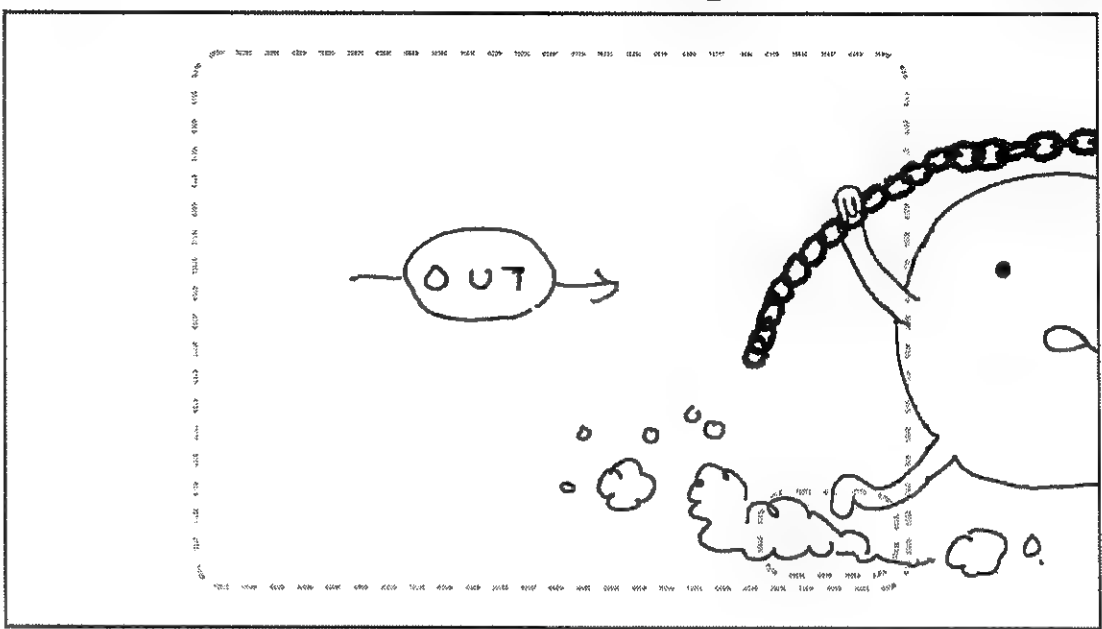


Sc. 99

Pnl. F

Bg.

day night



Dialog:

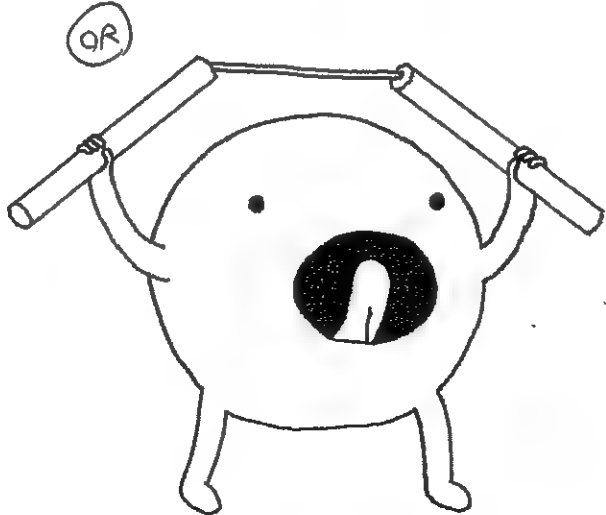
STARCHY: HOOOOO - EEE!
(WAR CRY).

Action:

- STARCHY STOPS AND HOLLERS.

Timing:

287



- S. RUNS OFF/S.

288

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ADVENTURE TIME



Sc. 100

Pnl. A

Bg.

day night

Sc. 100

Pnl. B

Bg.

day night

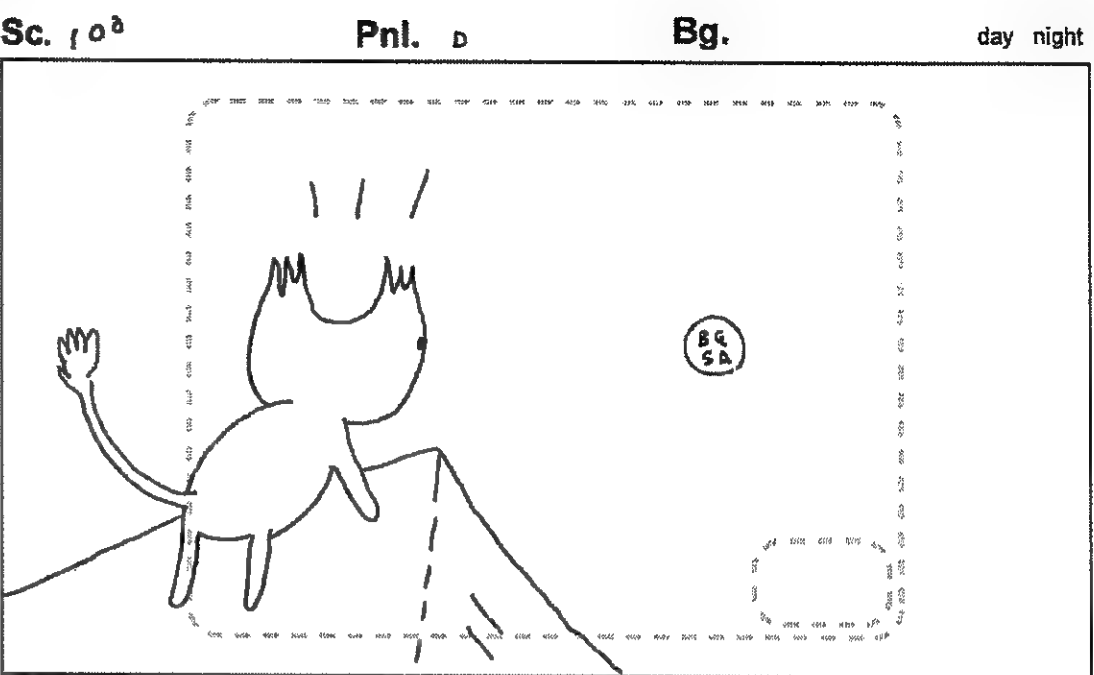
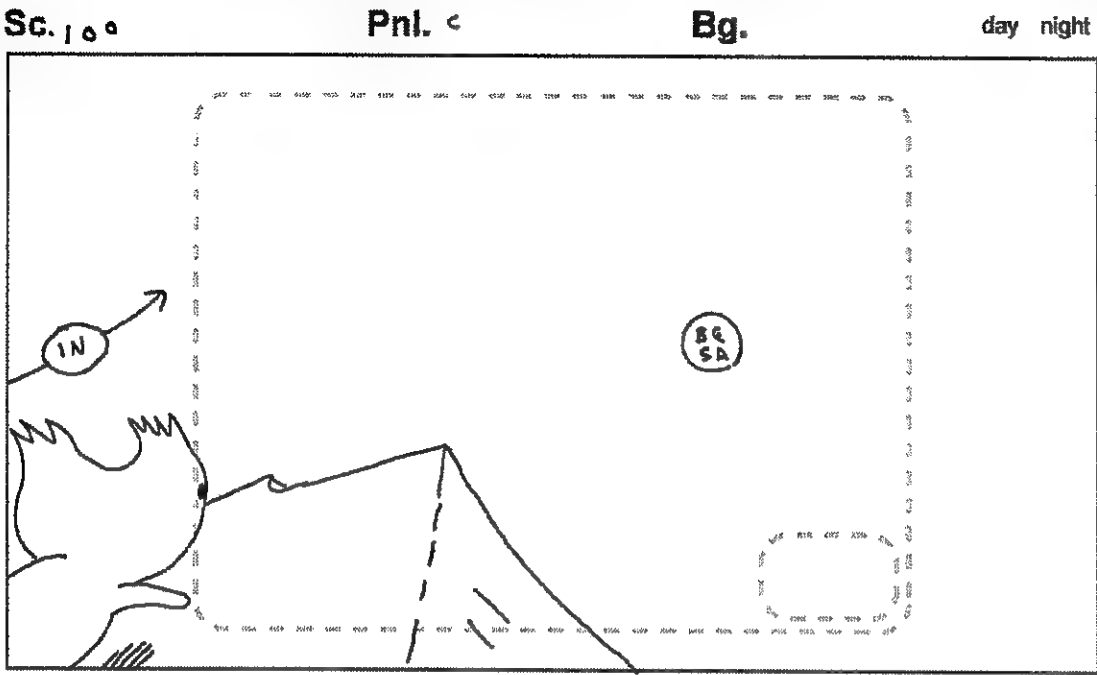
Dialog:	
Action:	- ESSENCE MARCHES TOWARDS C.KINGDOM.
Timing:	
289	290

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ADVENTURE TIME



Dialog:
Action: - FLAMBO RUNS QN/S.
Timing: 291 292

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ADVENTURE TIME



Sc. 100

Pnl. E

Bg.

day night

Sc. 101

Pnl. A

Bg.

day night

Dialog:	
Action:	- FLAMBO RUNS OFF/S. - FLAMBO RUNS OVER HILL.
Timing:	
293 294	

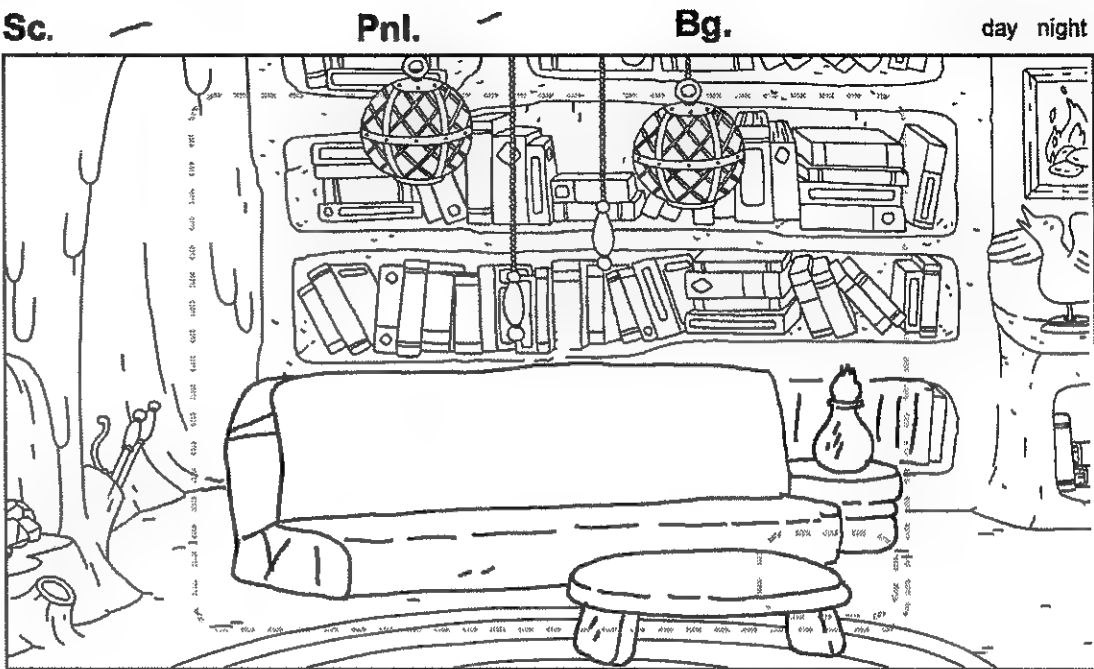
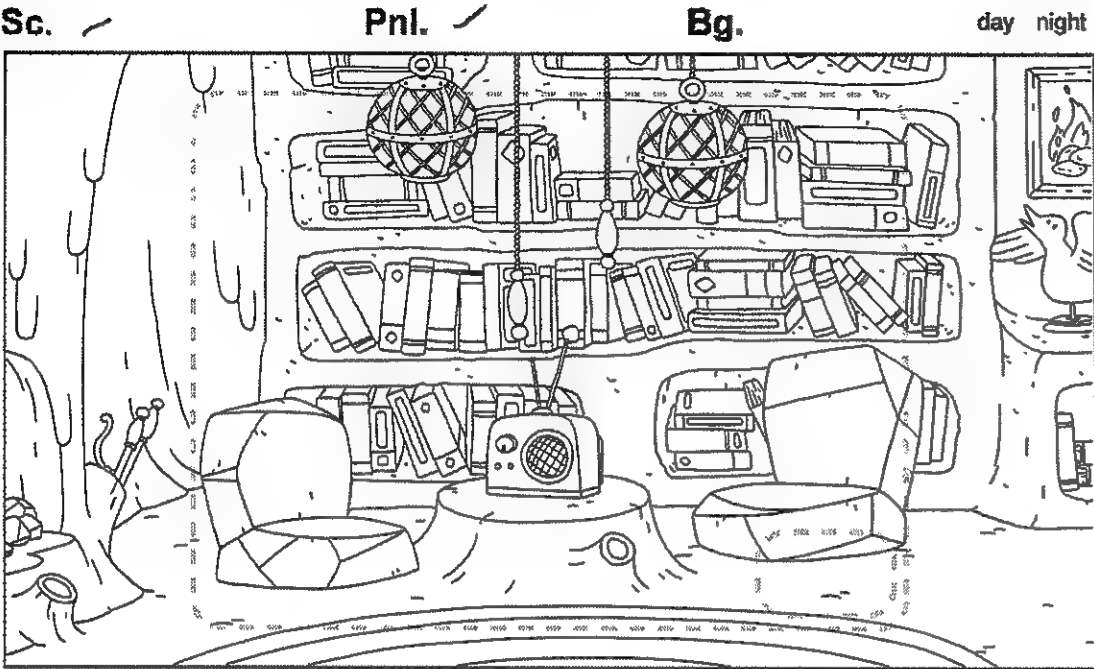
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ADVENTURE TIME



BG REF.



Dialog:

Action: BG FROM 'JAKE THE BRICK', BUT WITH A SOFA.

Timing:

295 296

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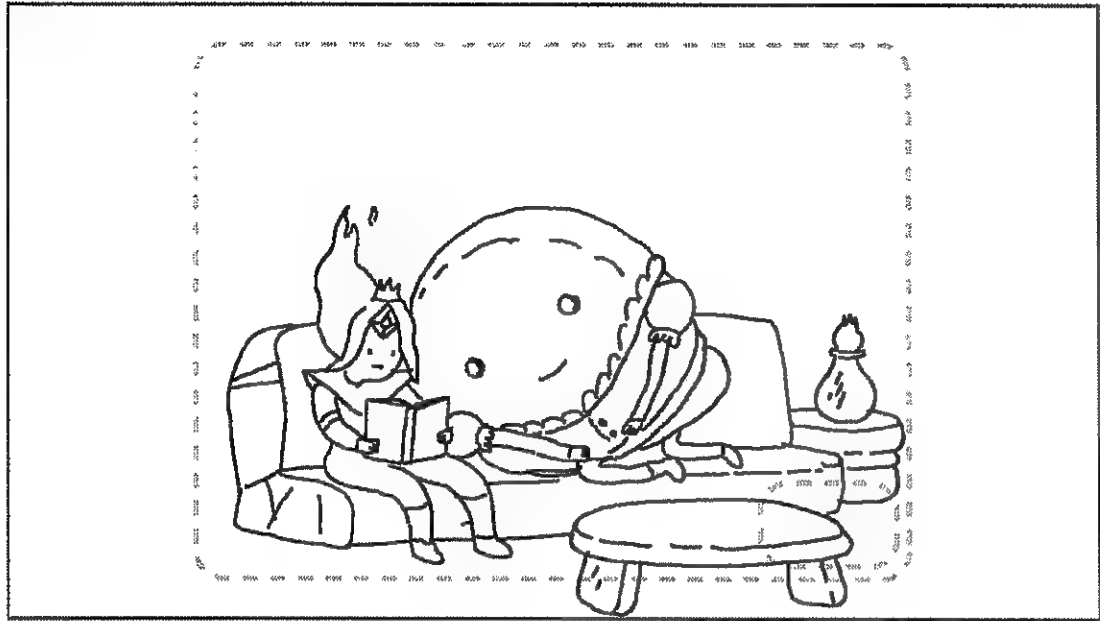


Sc. 102

Pnl. A

Bg.

day night

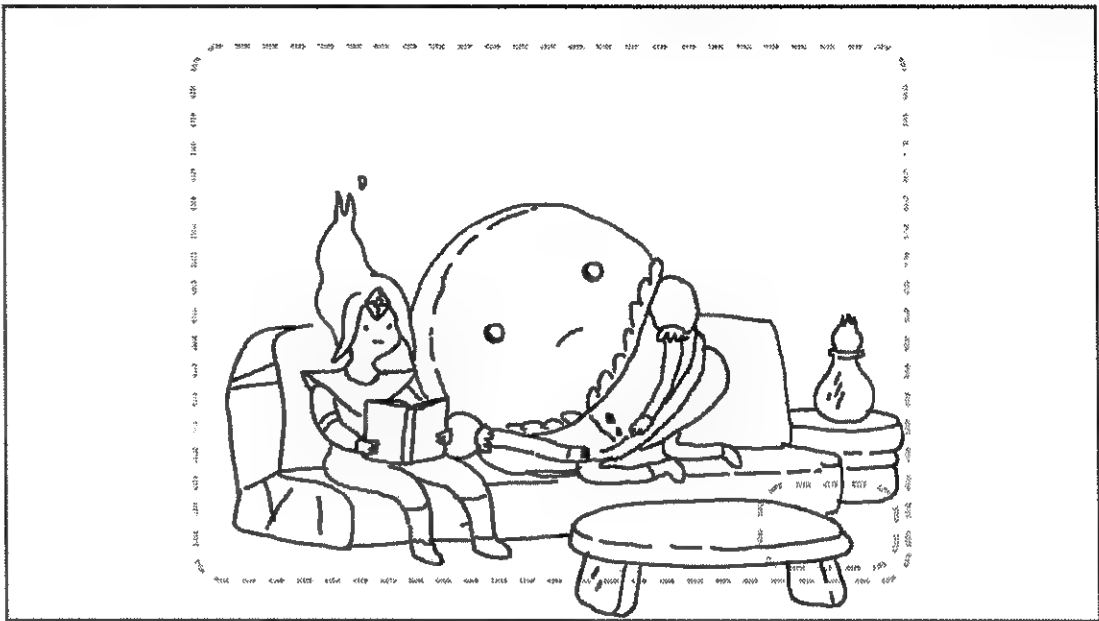


Sc. 102

Pnl. B

Bg.

day night



Dialog:

(SFX) TAP TAP TAP

Action:

- FP IS READING TO C.BUN.

- THEY LOOK UP.

Timing:

297

298

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ADVENTURE TIME



Sc. 103

Pnl. A

Bg.

day night

Sc. 103

Pnl. B

Bg.

day night

Dialog:
Action: _ FLAMBO PAWING AT THE GLASS, (A B A B A)
Timing: 299 300

1034-219

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ADVENTURE TIME

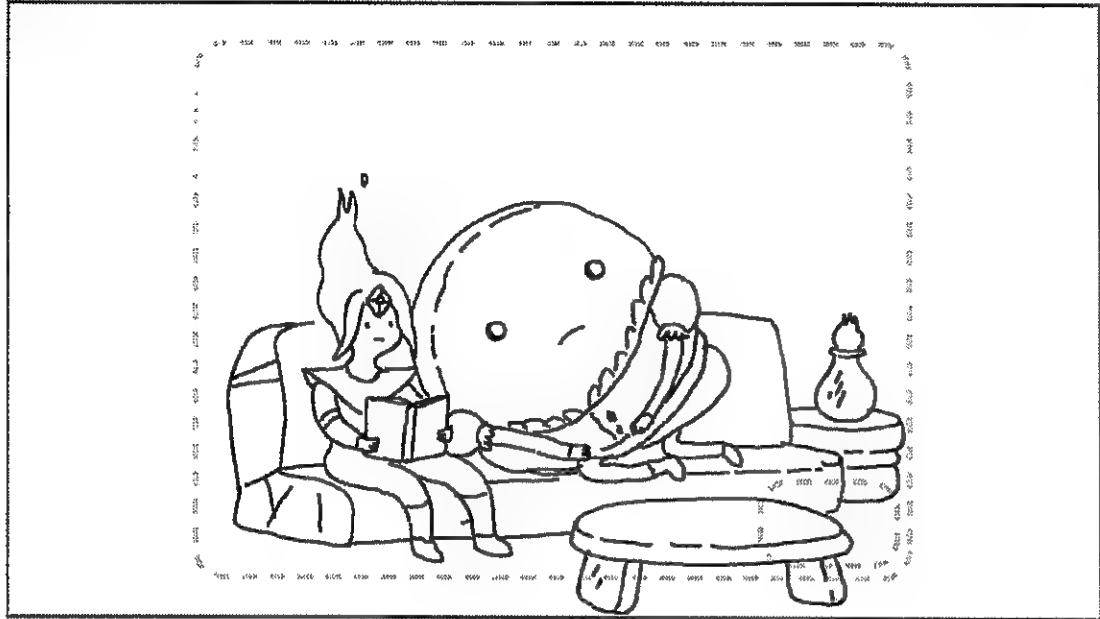


Sc. 104

Pnl. A

Bg.

day night

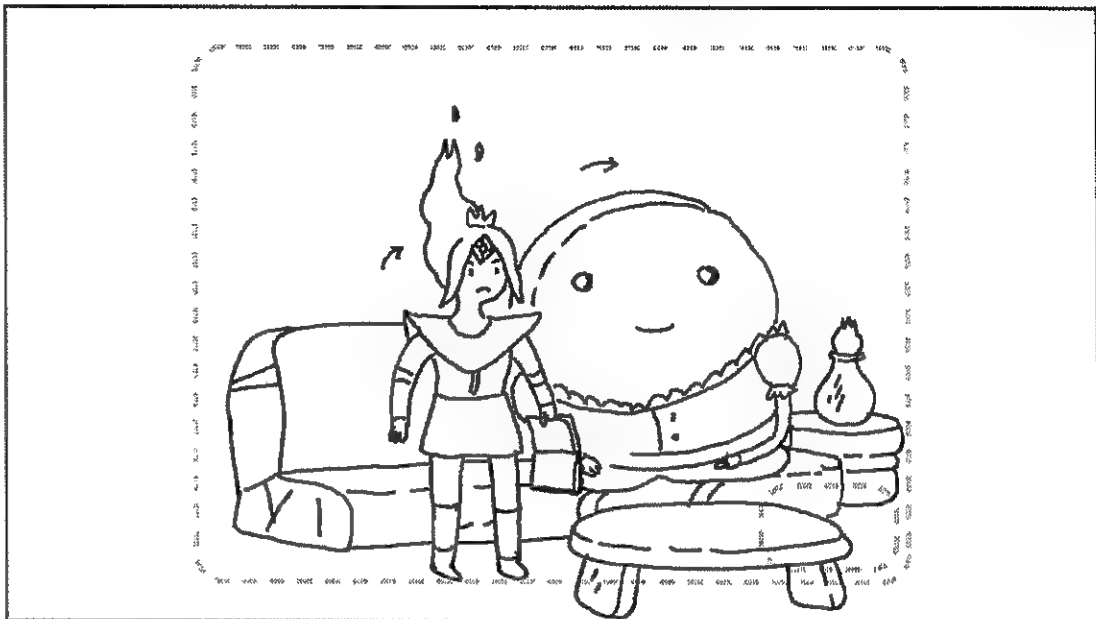


Sc. 104

Pnl. B

Bg.

day night



Dialog:

Action:

-F.P. JUMPS TO HER FEET.

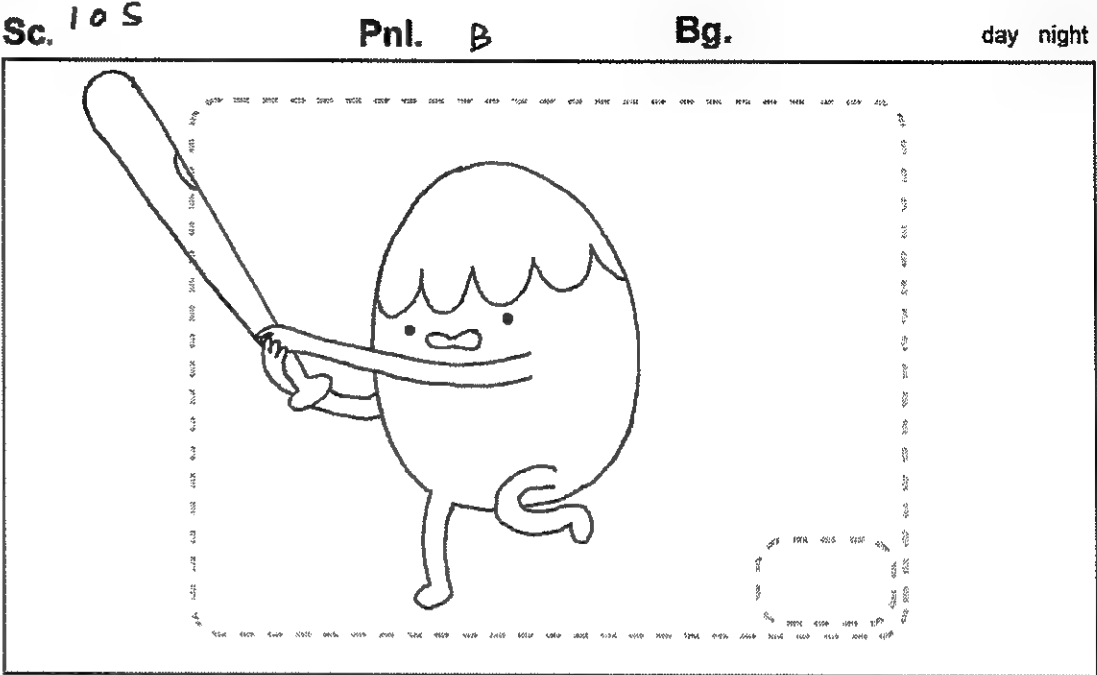
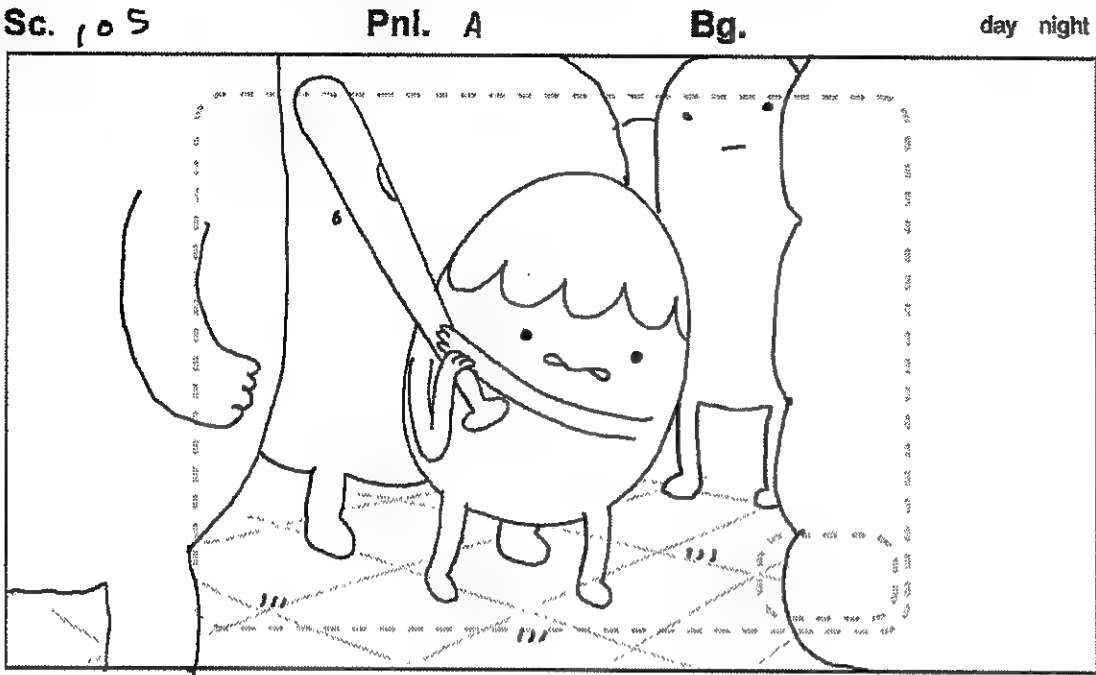
Timing:

301

302

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ADVENTURE TIME



Dialog:	
Action:	- CHGT ANTICS W/BAT.
Timing:	
303	304

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ADVENTURE TIME



Sc. 106

Pnl. A

Bg.


day night

Sc. 106

Pnl. B

Bg.

day night

Dialog:	
Action:	- CHOT SWINGS BAT AT ESSENCE, 
Timing:	305 306

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Sc. (0 7

Pnl. A

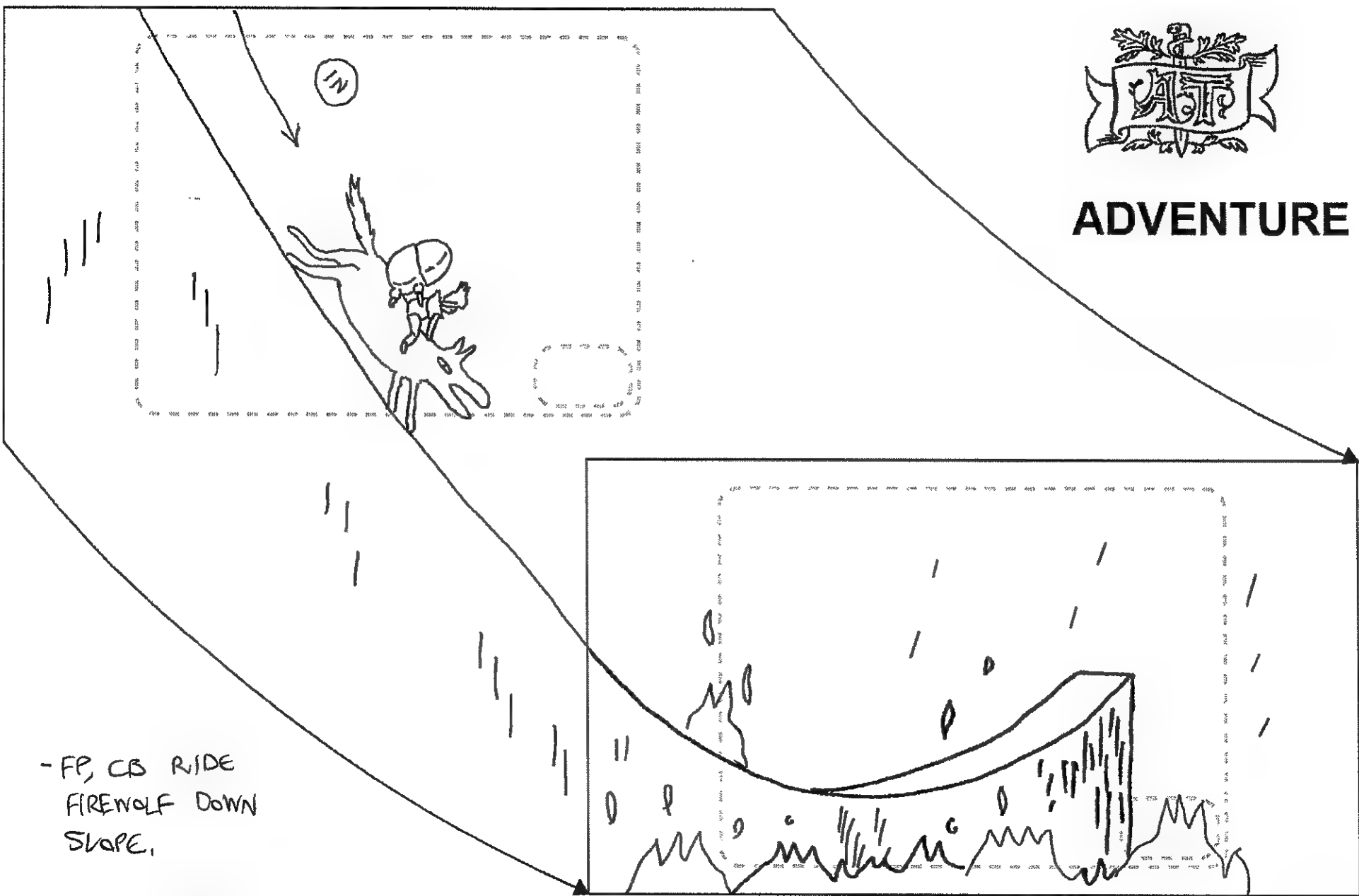
Bg.

day night

Page 154



ADVENTURE TIME



- FP, CB RIDE
FIREWOLF DOWN
SLOPE.

307

308

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1034-219
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ADVENTURE TIME

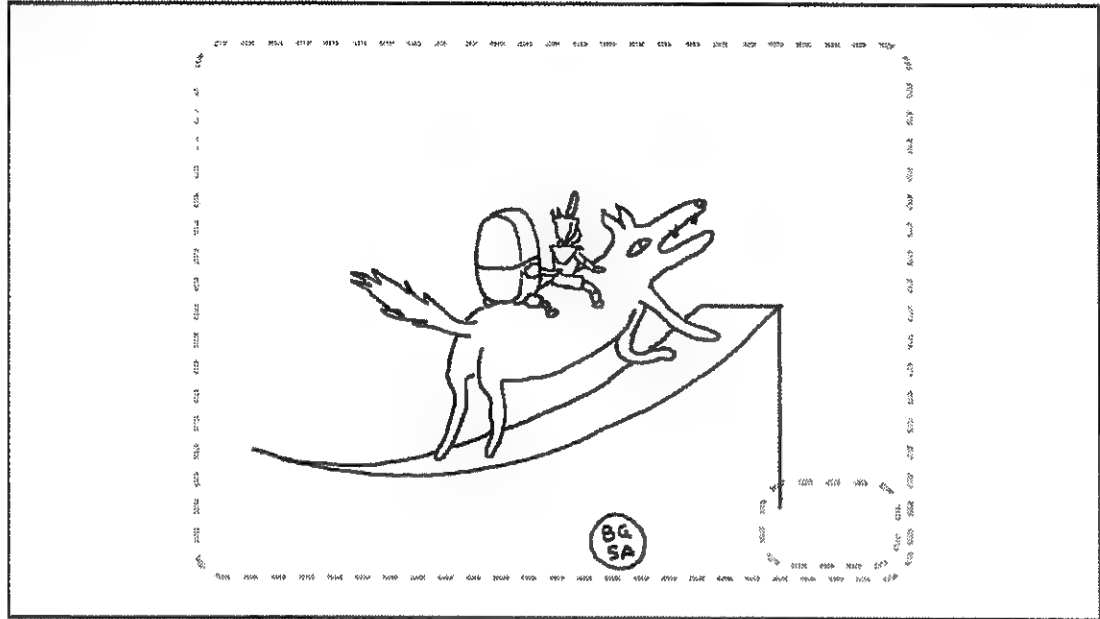


Sc. 107

Pnl. B

Bg.

day night

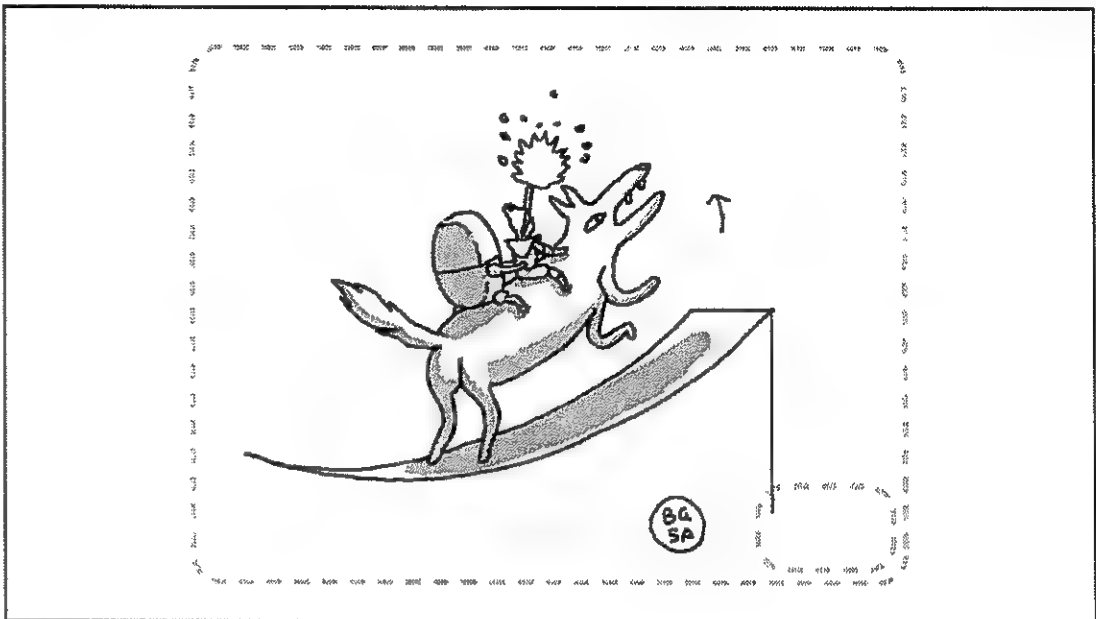


Sc. 107

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

309

-fp. CHARGES
UP.

310

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ADVENTURE TIME



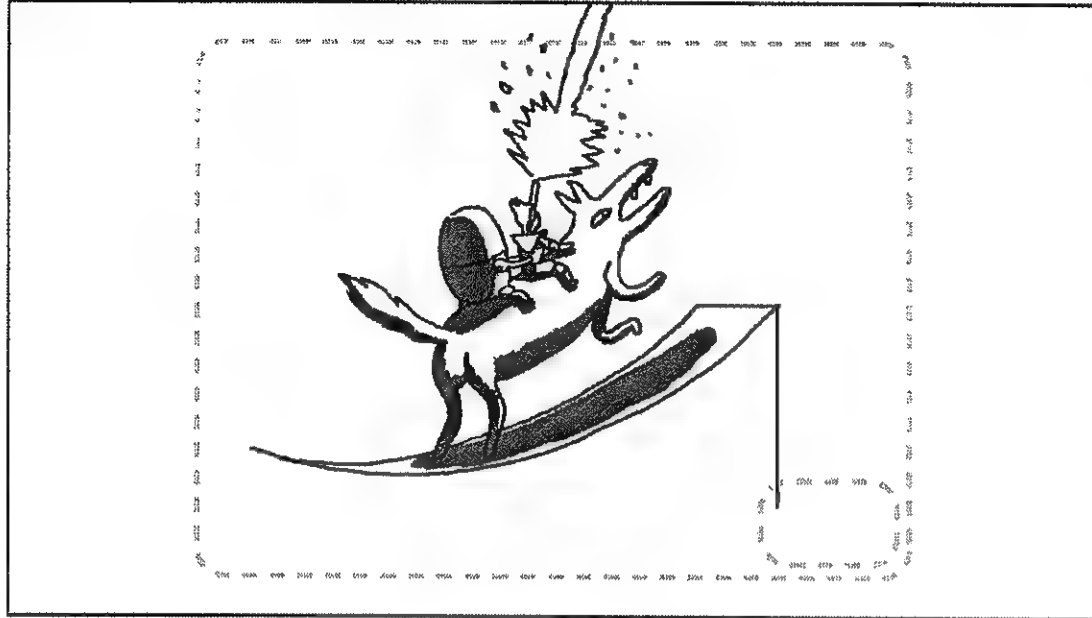
Page 156

Sc. 107

Pnl. D

Bg.

day night

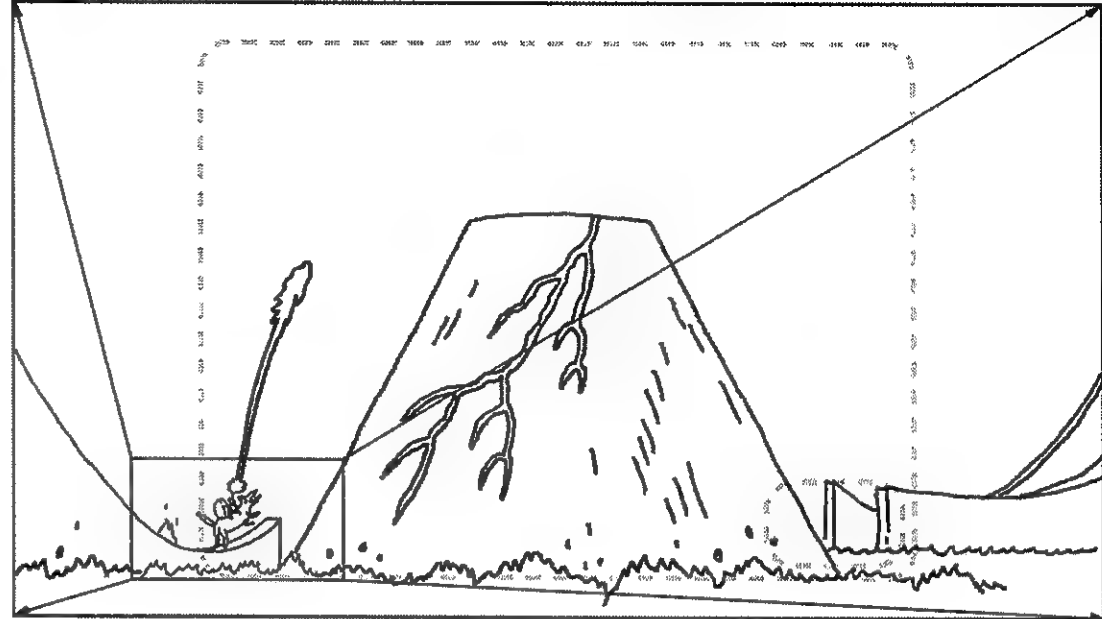


Sc. 108

Pnl. E

Bg.

day night



Dialog:

(SFX) WOOSH

Action:

-FP FIRES BLAST AT VOLCANO.

-FAST TRUCK OUT.

Timing:

3/1

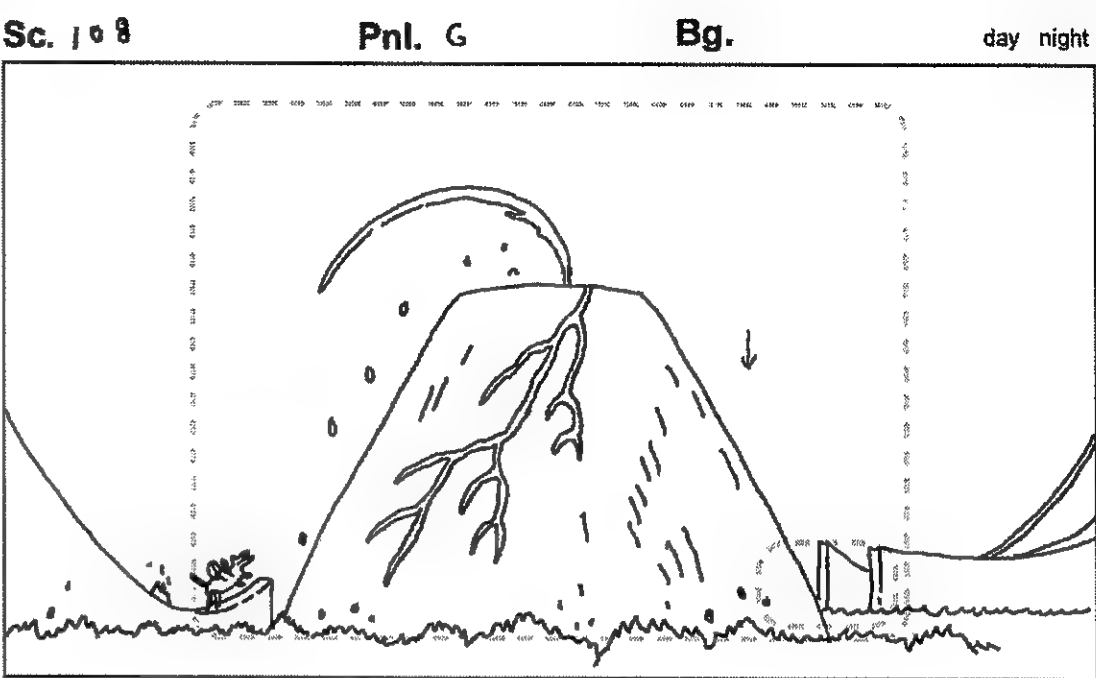
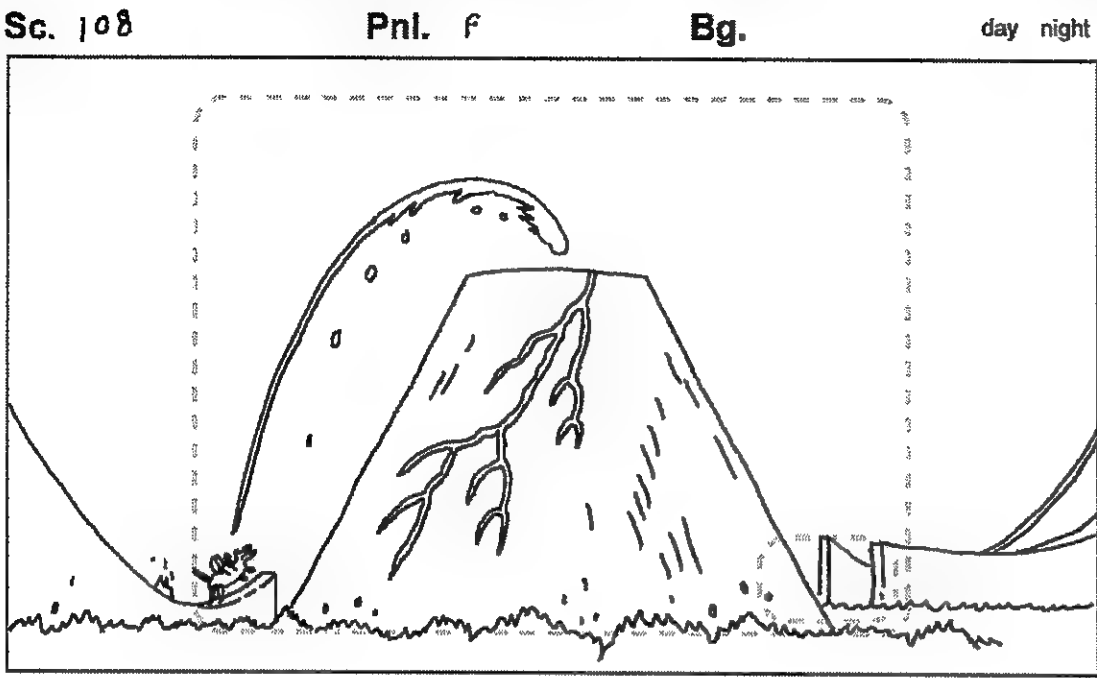
3/2

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ADVENTURE TIME



Dialog:	(SFX) / KA -
Action:	- FIREBALL LANDS IN VOLCANO.
Timing:	313 314

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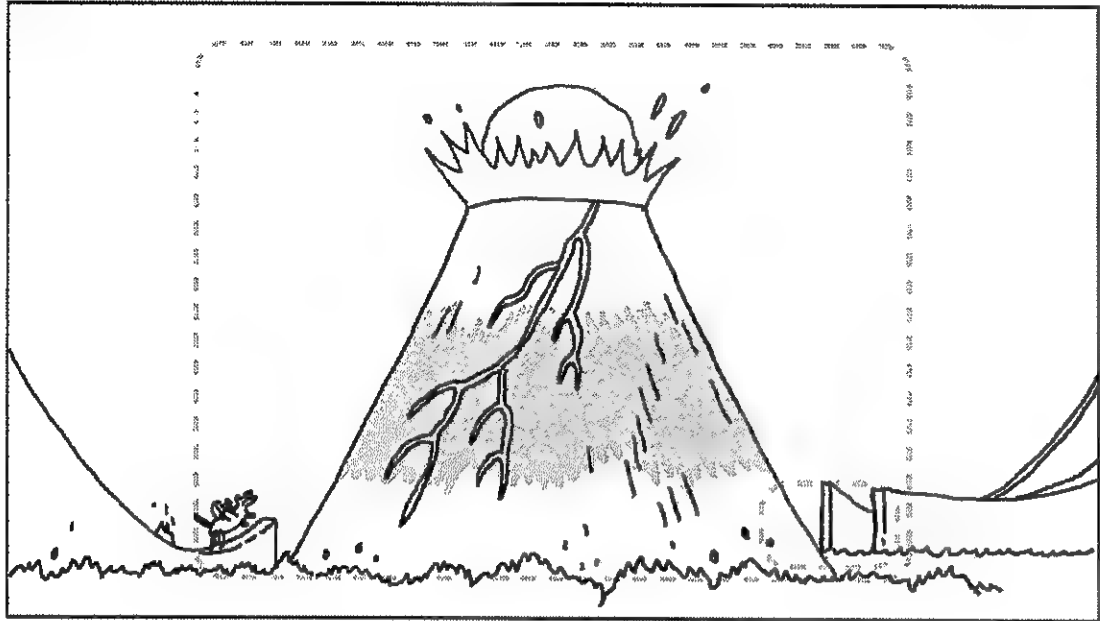


Sc. 108

Pnl. H

Bg.

day night

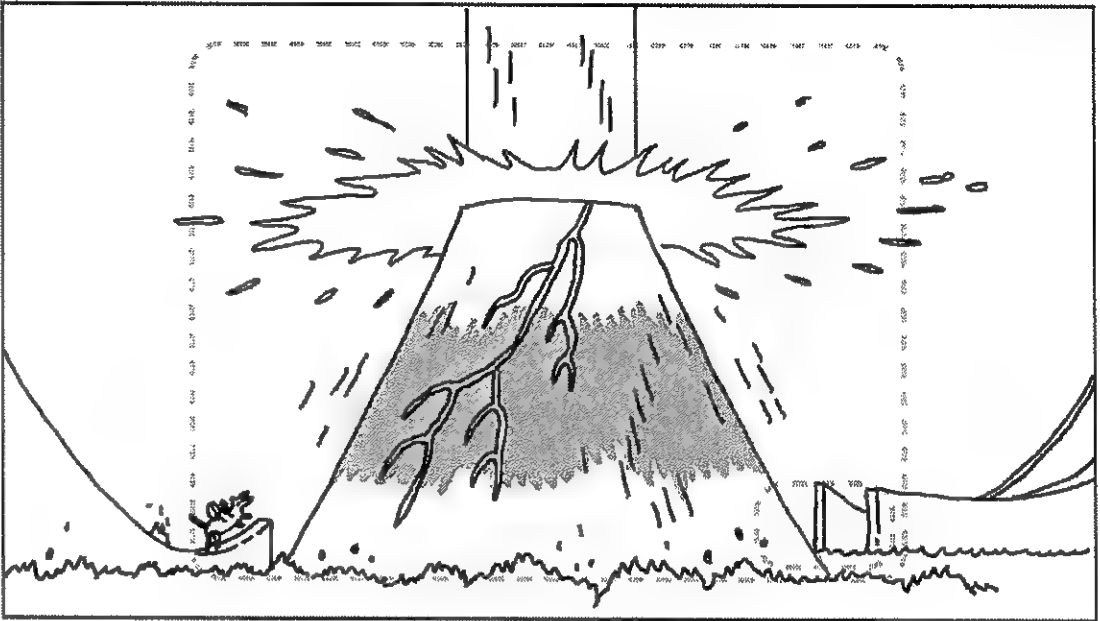


Sc. 108

Pnl. I

Bg.

day night



Dialog:

(SFX) - BOOM!

Action:

Timing:

315

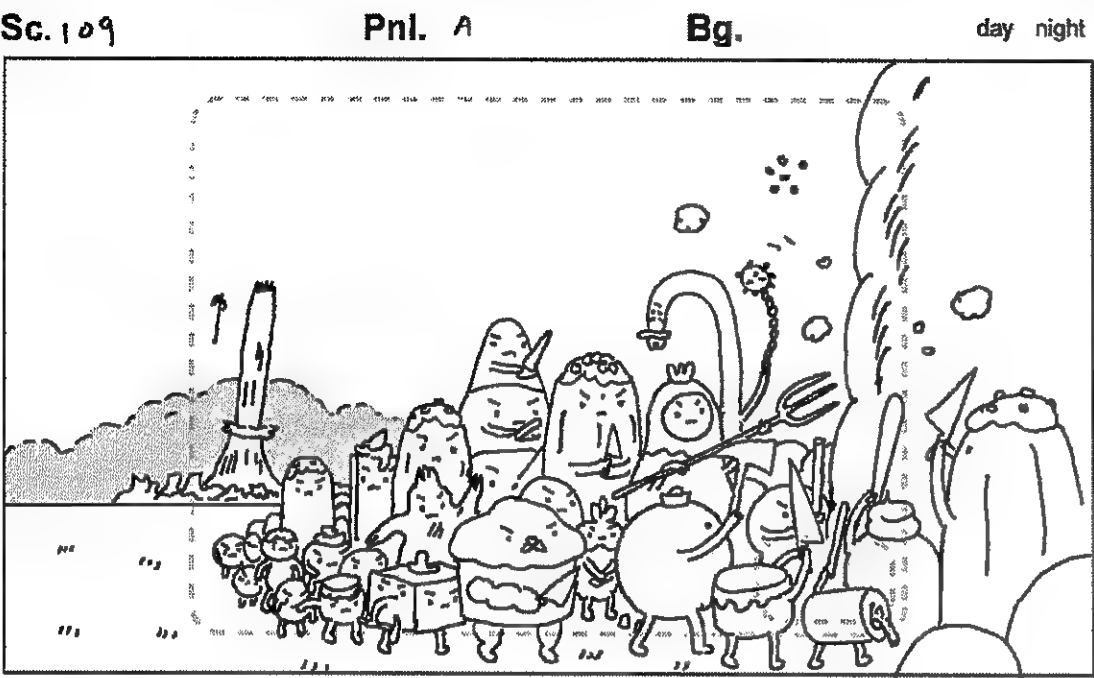
316

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ADVENTURE TIME

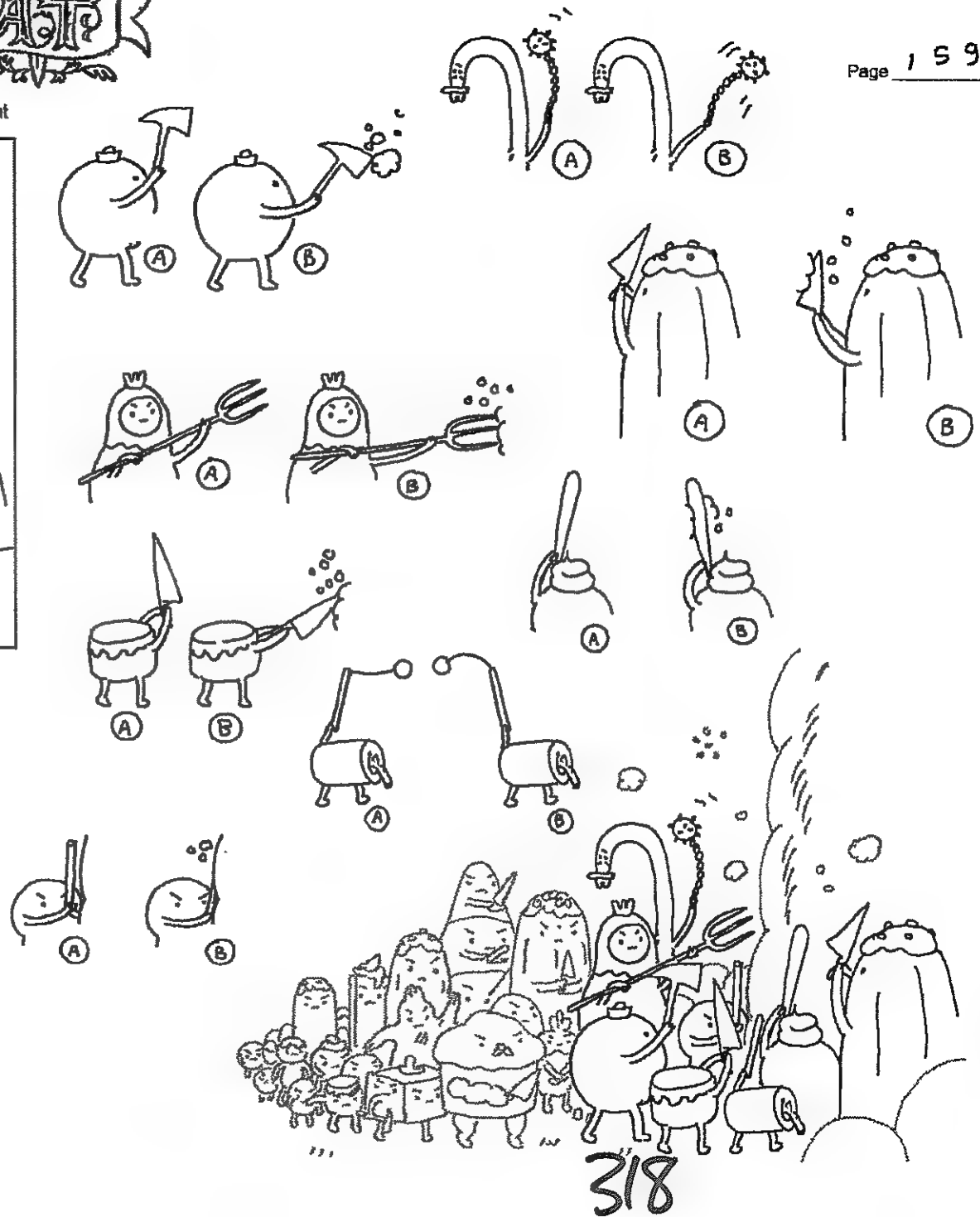


Dialog:

Action: - HUGE LAVA BALL SHOOT FROM VOLCANO.
- CANDY ATTACKING FOOT.

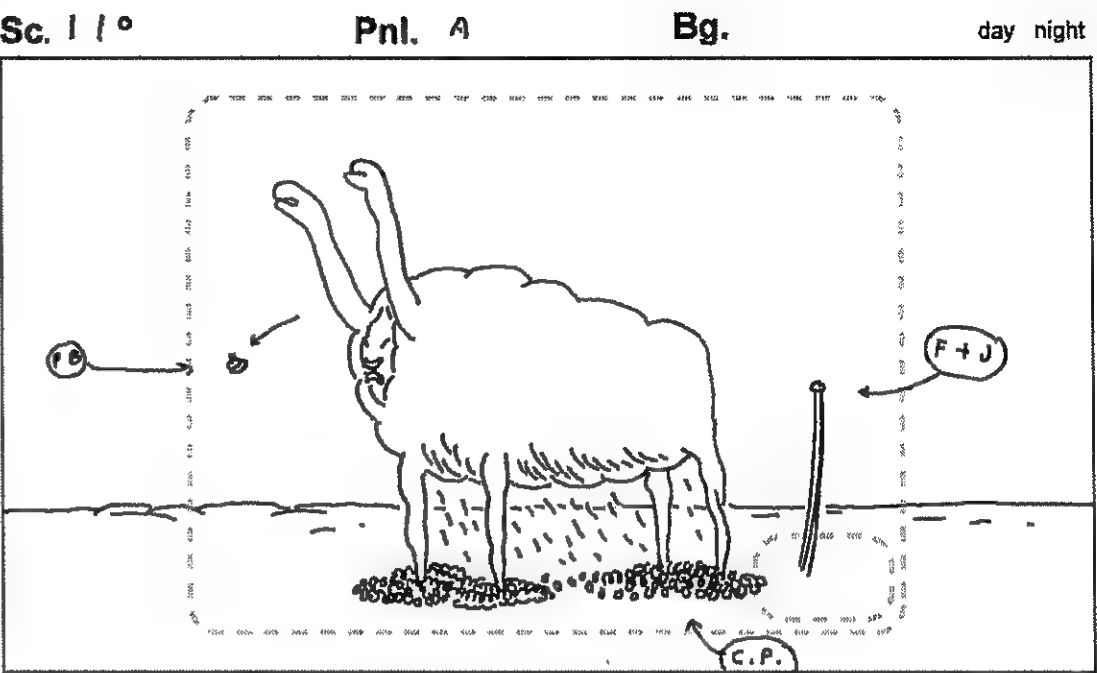
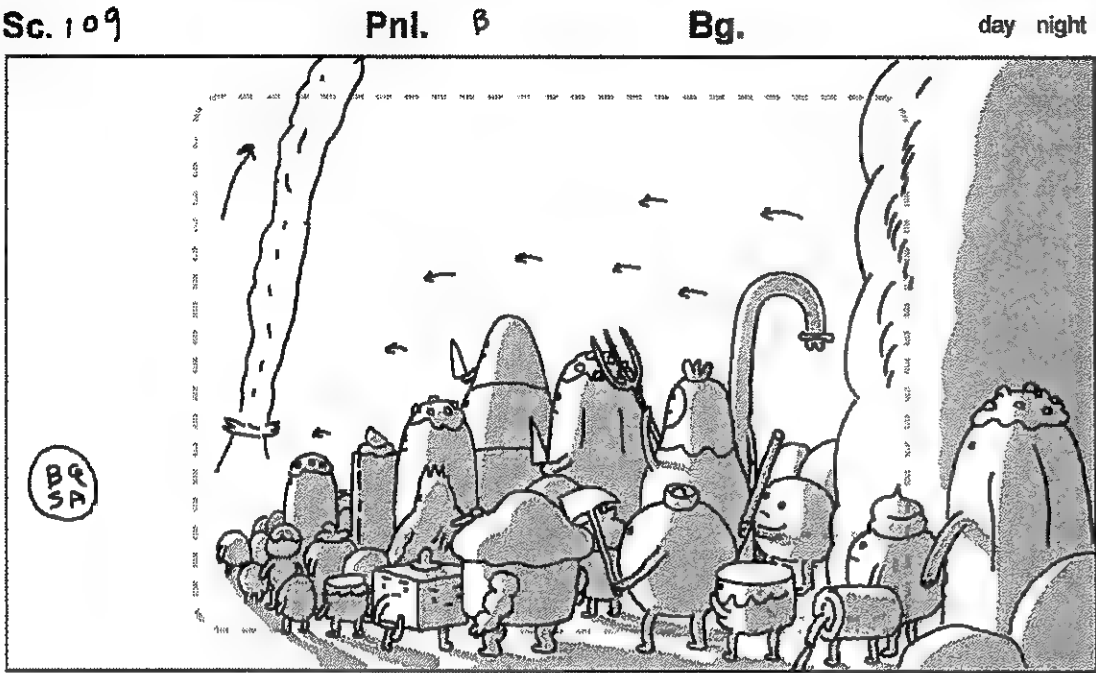
Timing:

317



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ADVENTURE TIME



Dialog:

Action:

— LIKE A DISTANT ROCKET BLASTING OFF.
(IS IT NUTS TO HAVE THEM ALL TURN
LIKE THIS ?)

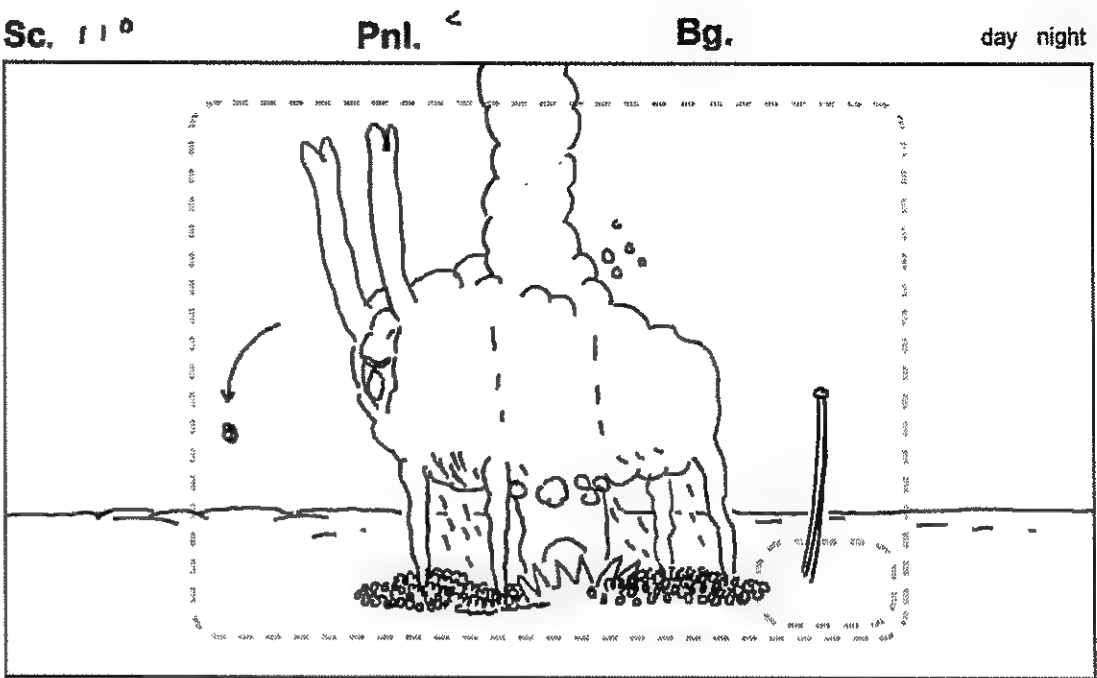
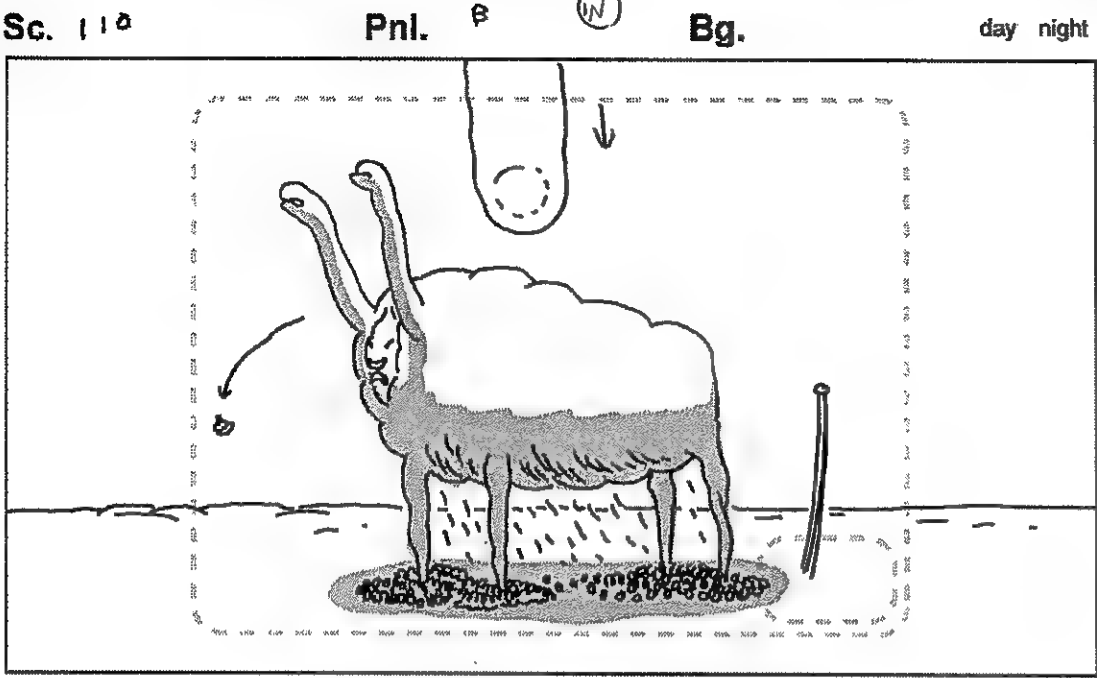
Timing:

319

320

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ADVENTURE TIME

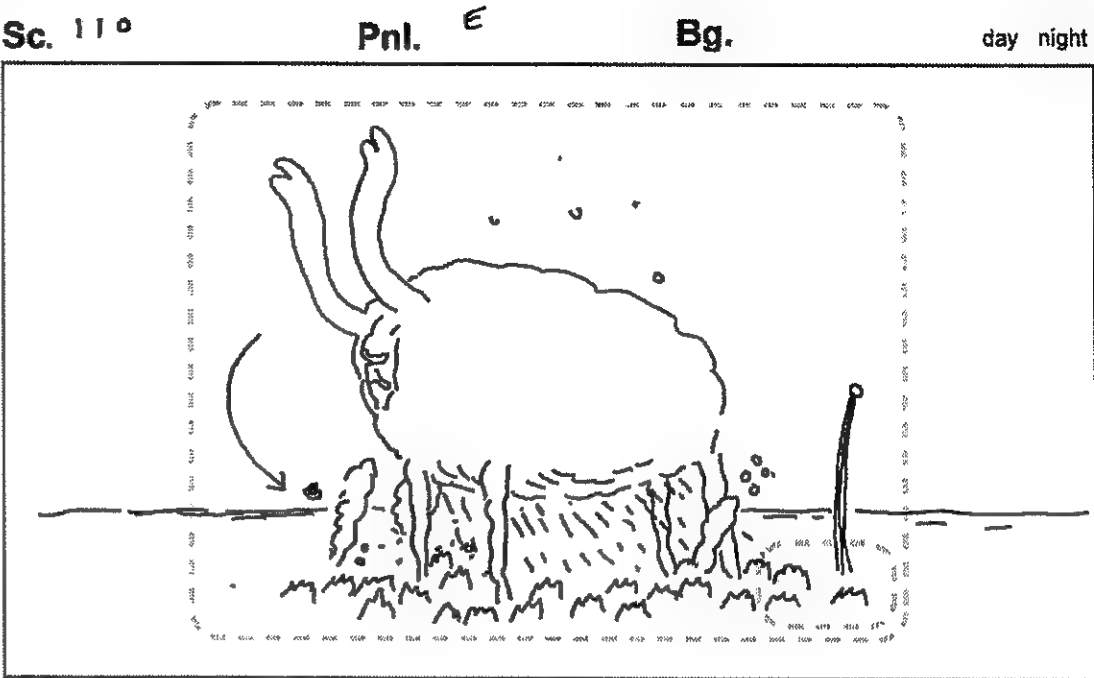
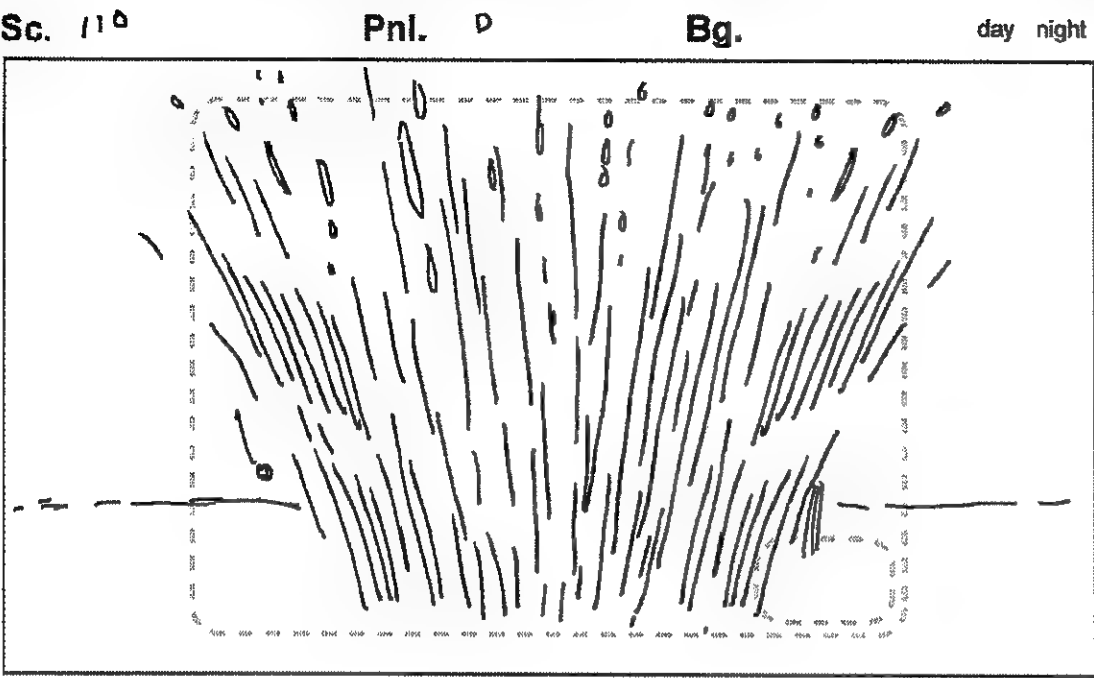


Dialog:	
Action:	- LAVA BALL PLUMMETS ON/S. - LAVA BALL FALLS THROUGH ESSENCE. (NO EFFECT)
Timing:	
321	322

EPISODE # 1034-219
Production :

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ADVENTURE TIME



Dialog:	SFX BOOM!	
Action:	- LAVA BALL IMPACTS GROUND SENDING UP FIRE/ EXPLOSION!	FIRE.
Timing:	323	324

EPISODE # 1034-219
Production :

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ADVENTURE TIME



Sc. 110

Pnl. F

Bg.

day night

Sc. 110

Pnl. G

Bg.

day night

Dialog:

ESSENCE / LAUGHING

Action:

- ESSENCE REARS BACK,
CANDY RAINS DOWN.

Timing:

325 326

EPISODE # 1034-219
Production :

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ADVENTURE TIME



Sc. 11

Pnl. A

Bg.

day night

Sc. 11

Pnl. B

Bg.

day night

Dialog:

Action:

Timing:

327

328

Production :

EPISODE # 1034-219

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ADVENTURE TIME



Sc. 111

Pnl. C

Bg.

day night

Sc. 112

Pnl. A

Bg.

day night

Dialog:

Action: - HD PRINCESS SWINGS OFF/S.

Timing:

329

330

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ADVENTURE TIME

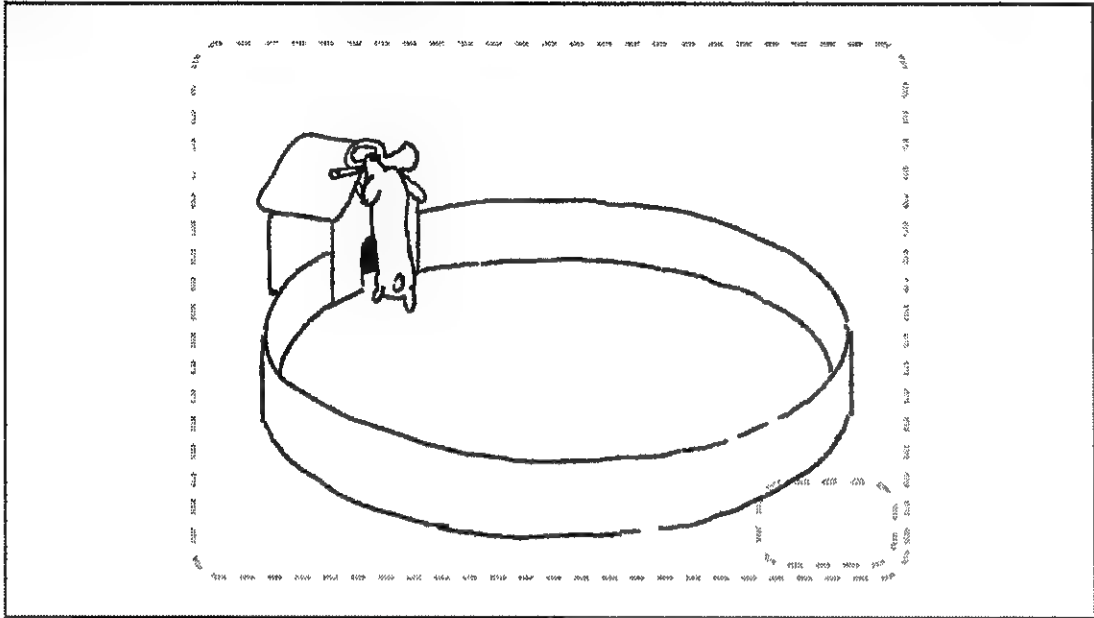


Sc. 112

Pnl. B

Bg.

day night

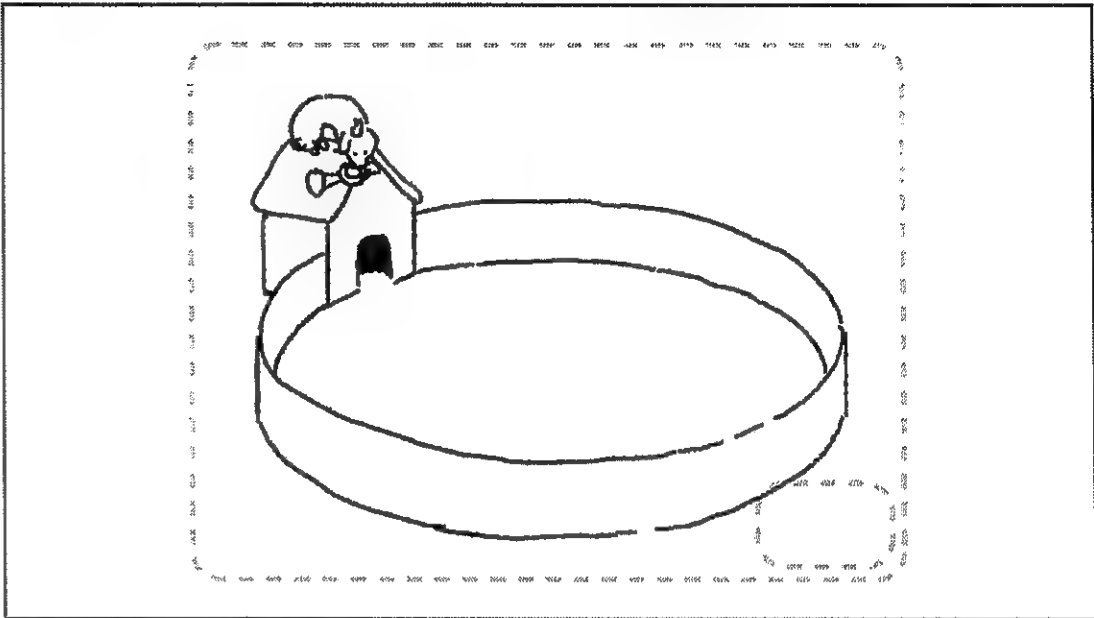


Sc. 112

Pnl. C

Bg.

day night



Dialog:

Action:

-HDP CLIMBS ON TOP OF DOG HOUSE,

Timing:

331

332

EPISODE # 1034-219
Production :

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ADVENTURE TIME



Sc. 112

Pnl. D

Bg.

day night

Sc. 112

Pnl. E

Bg.

day night

Dialog:

(SFX) TOOT TA - TOOT!

Action:

-HOT DOG WARRIORS RUN OUT.

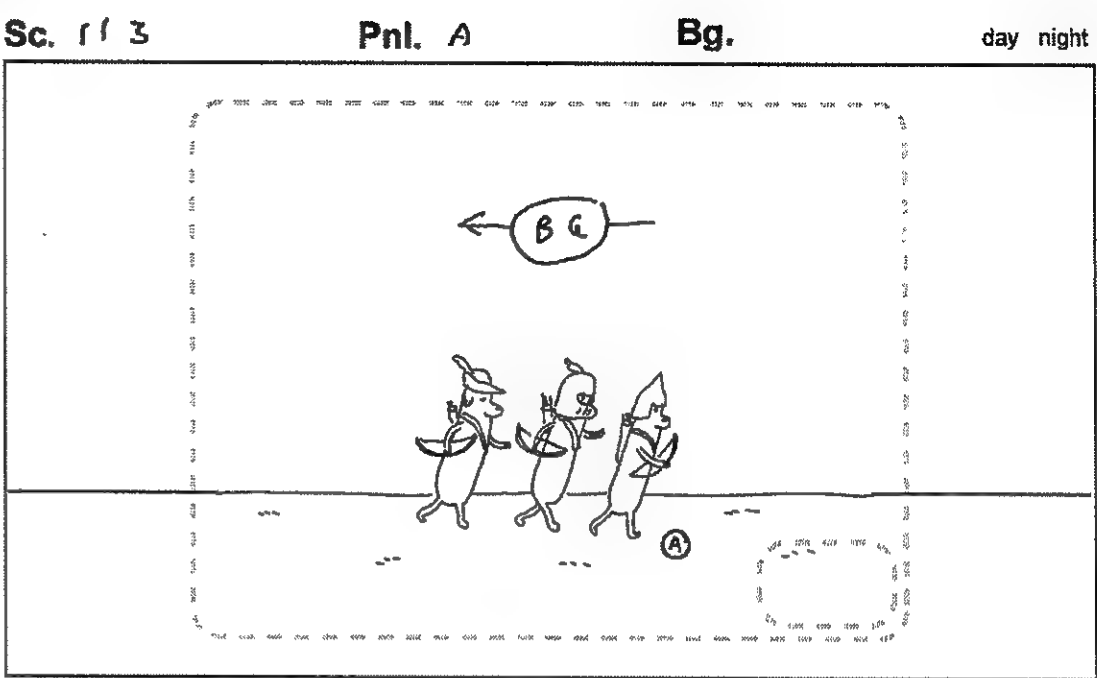
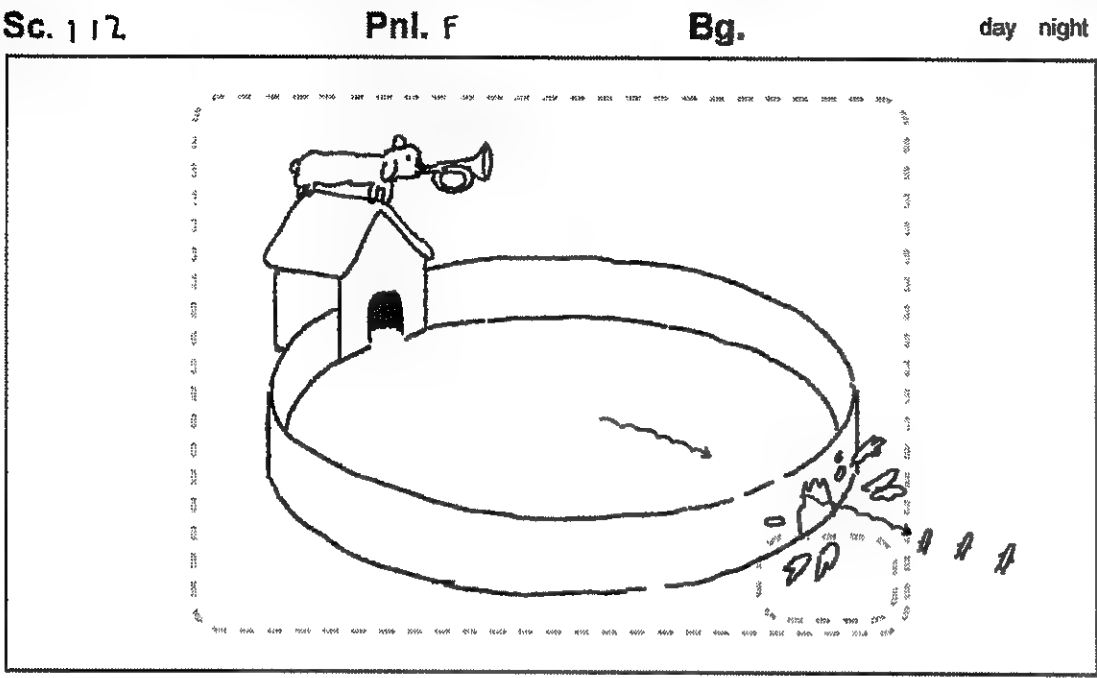
Timing:

333334

EPISODE # 1034-219
Production :

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ADVENTURE TIME



Dialog:

(SFX) = SMASH

Action: - HP WARRIORS SMASH THROUGH FENCE.

Timing:

335

336

RUN POSES (S)

1034-219 EPISODE # Production :

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ADVENTURE TIME



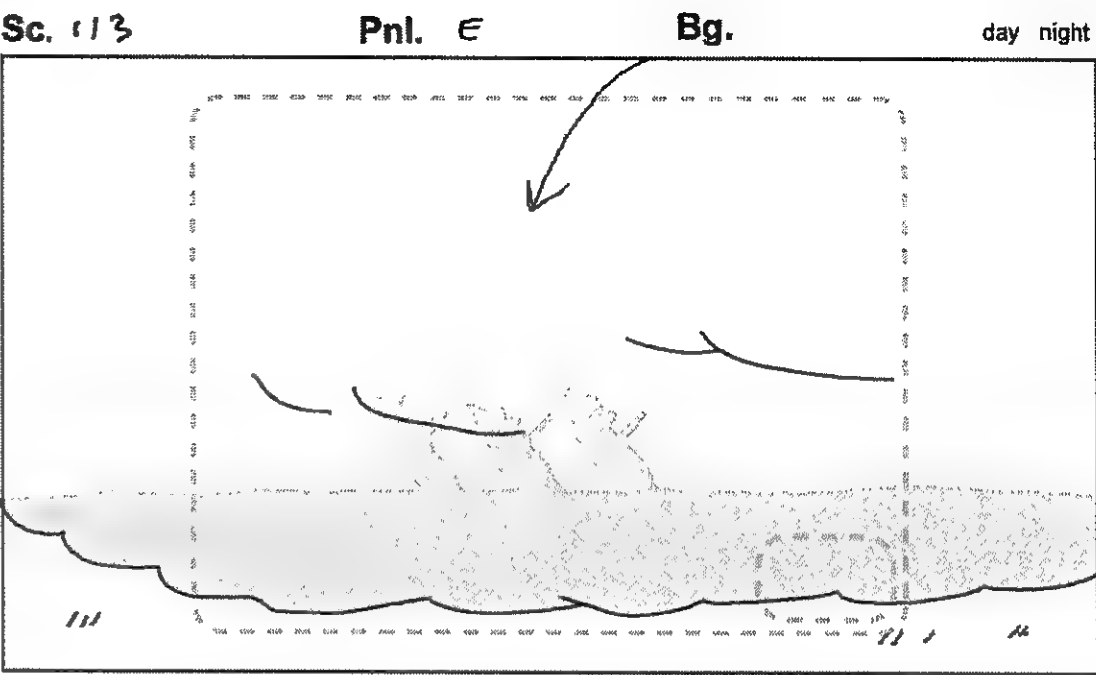
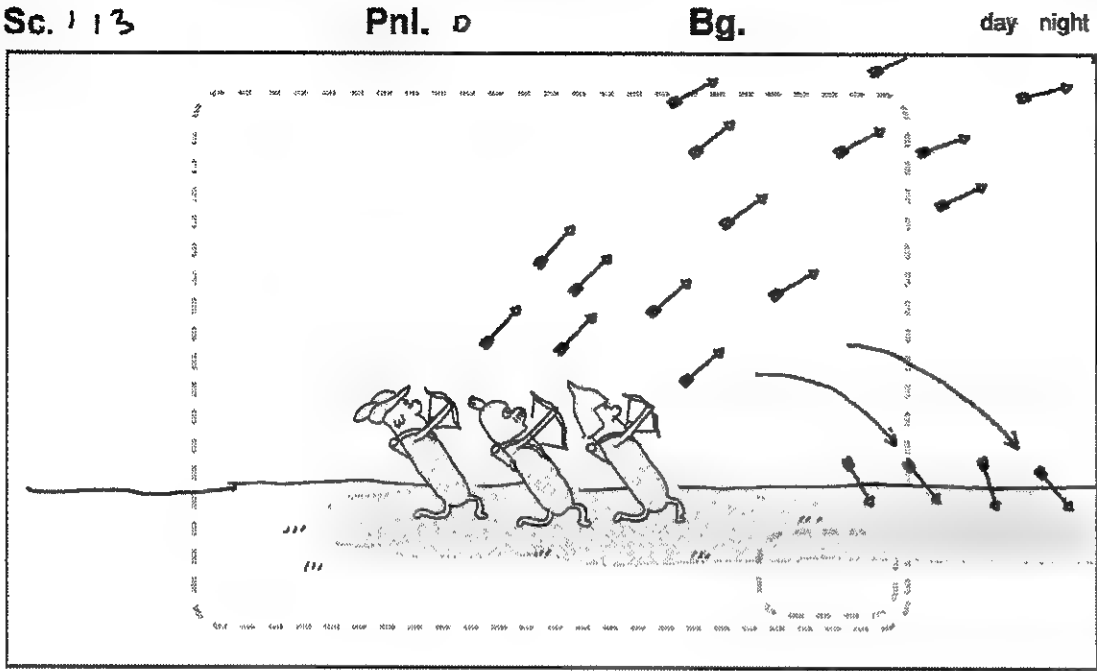
Sc. 113 Pnl. 8 Bg. day night

Sc. 113 Pnl. 9 Bg. day night

Dialog:	<p>SPX</p> <p>TWANG TWANG TWANG</p> <p>TWANG TWANG</p> <p>TWANG TWANG TWANG</p>
Action:	<p>BG STOPS</p>
Timing:	<p>337 338</p>

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ADVENTURE TIME

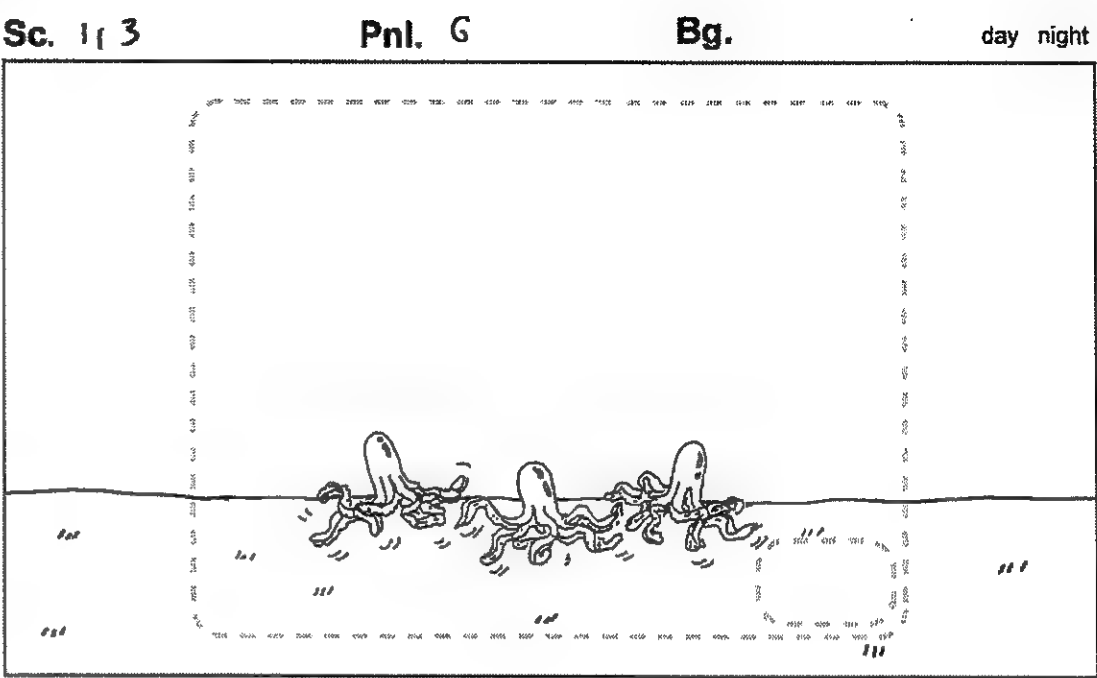
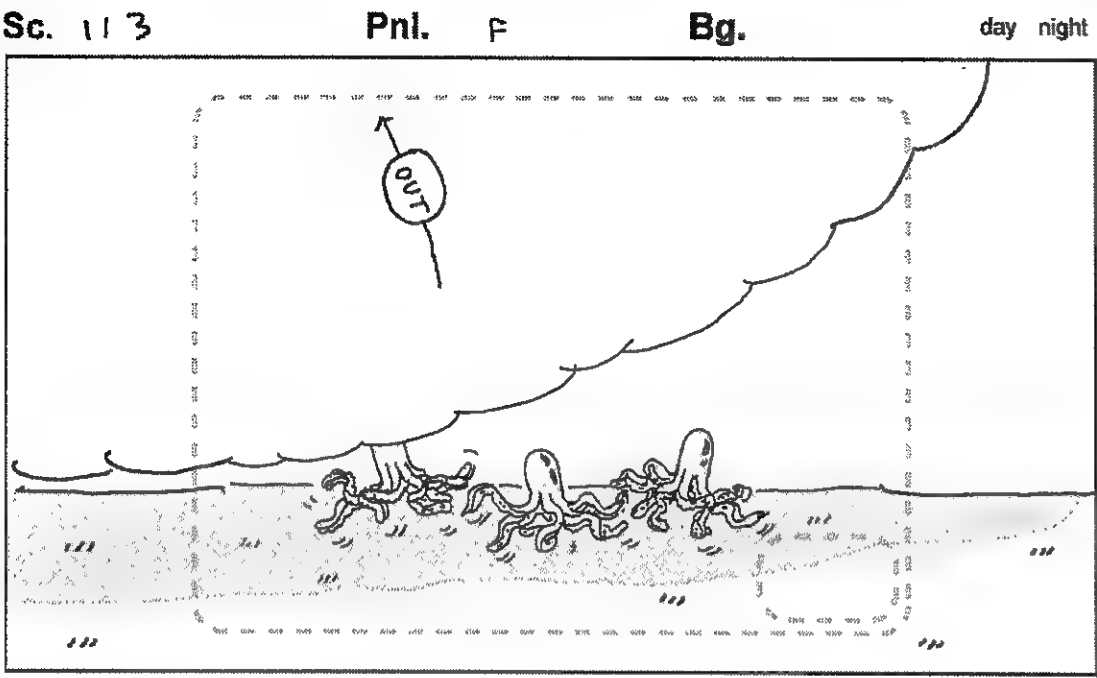


Dialog:	(SFX) / BWOOM!	
Action:	- ARCHING UP. FAS ESSENCE LOWERS FOOT	- FOOT COMES DOWN.
Timing:	339	340

EPISODE # 1034-219

Production :

ADVENTURE TIME



Dialog:	
Action:	WRIGGLING OVER-COOKED HOT DOG OCTOPI.
Timing:	(LIKE REAL OVER-COOKED.)
341	342

EPISODE # 1034-219
Production :

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ADVENTURE TIME

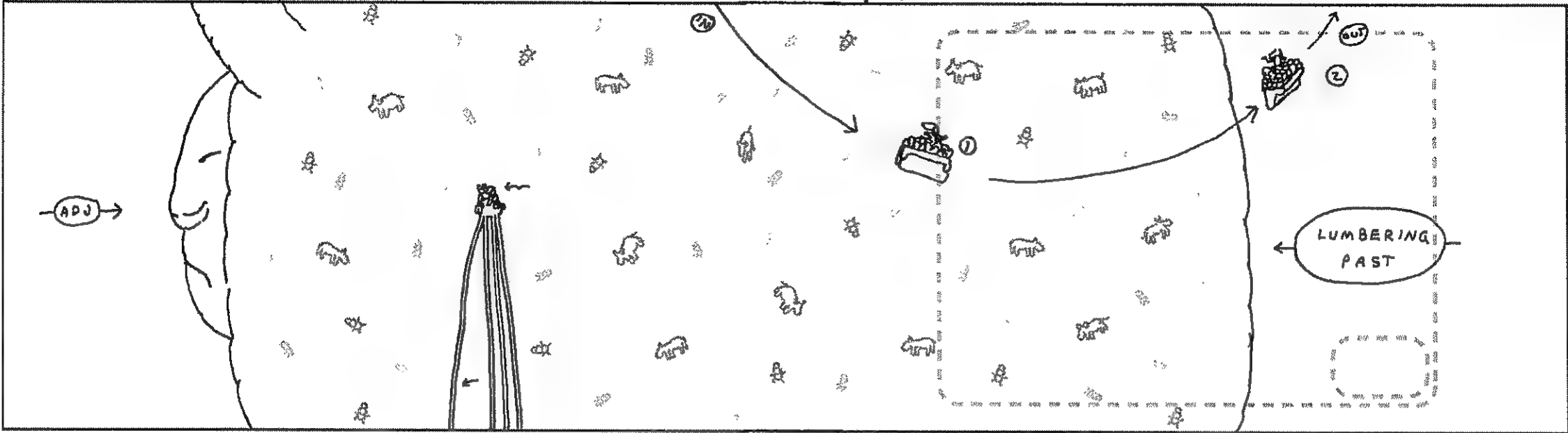


Sc. 114

Pnl. A

Bg.

day night



Dialog:

Action:

- PAN ACROSS ACTION

Timing:

343

344

EPISODE # 1034-219

Production :

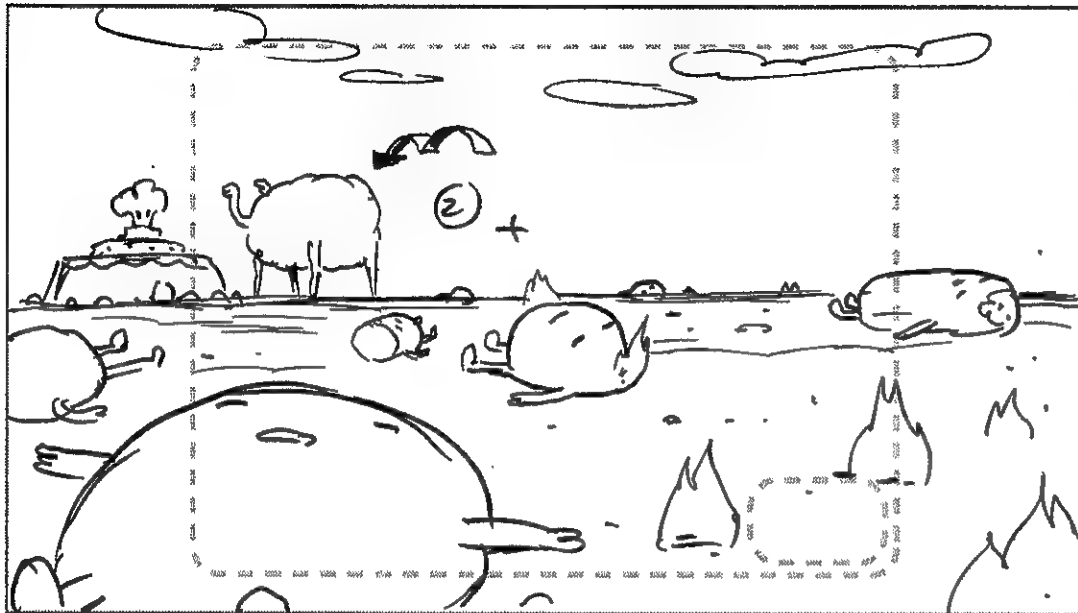
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ADVENTURE TIME

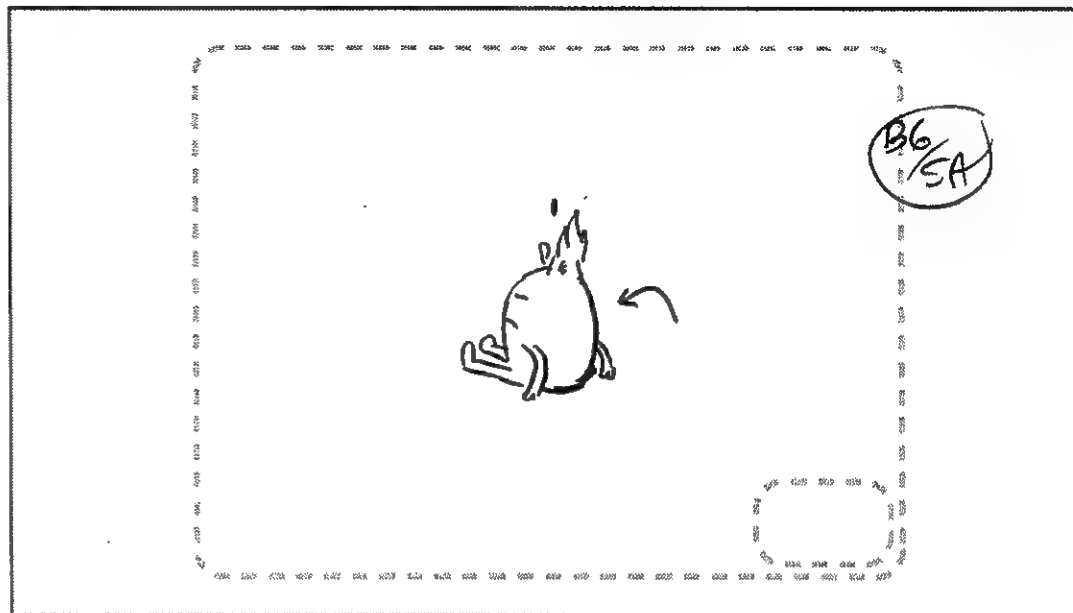


Page 173

Sc. 115 Pnl. A Bg. day night



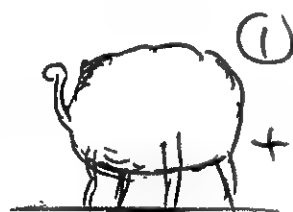
Sc. 115 Pnl. B Bg. day night



Dialog:

(CP:) *murmur*

Action:



- cndy person w/ head on fire sits up

Timing:

345

346

EPISODE # 1034-219

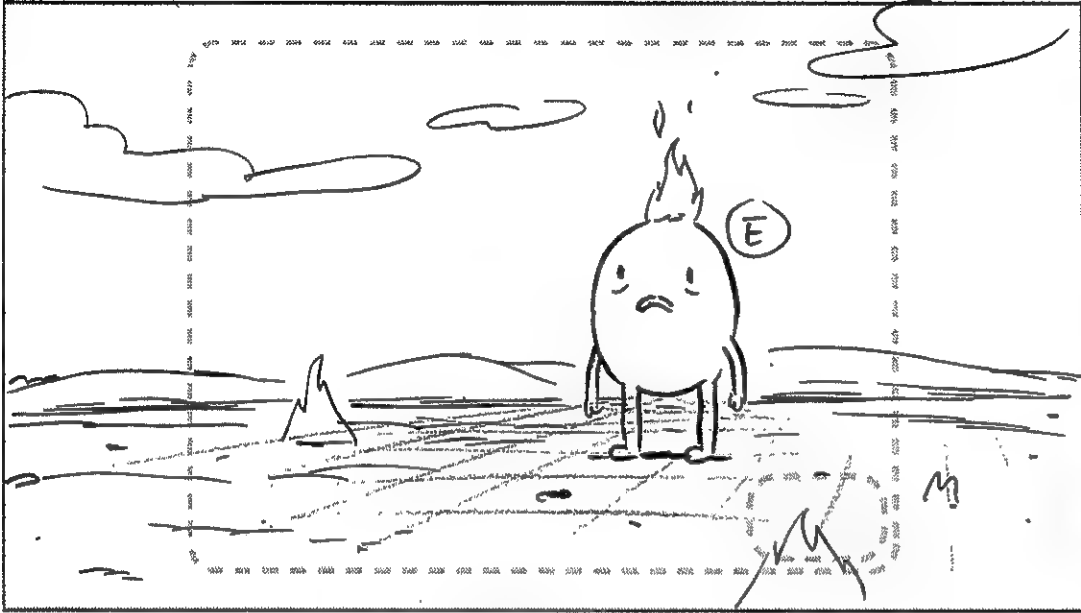
Production :

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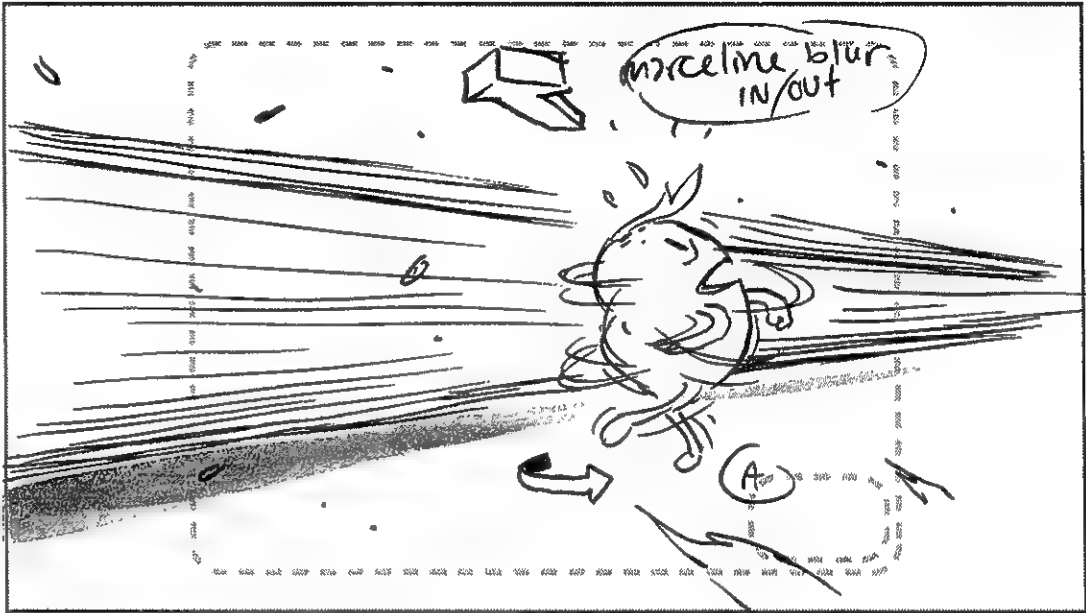
ADVENTURE TIME



Sc. 116 Pnl. A Bg. day night

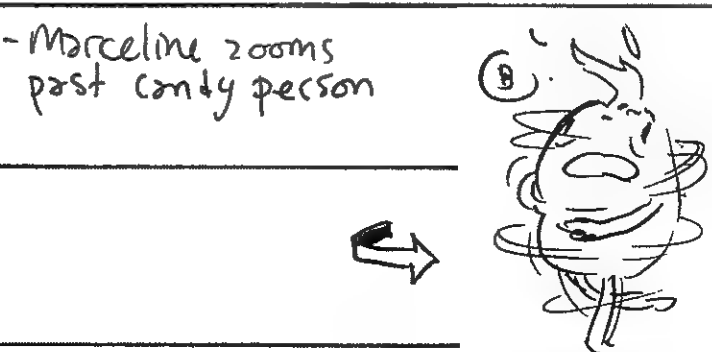
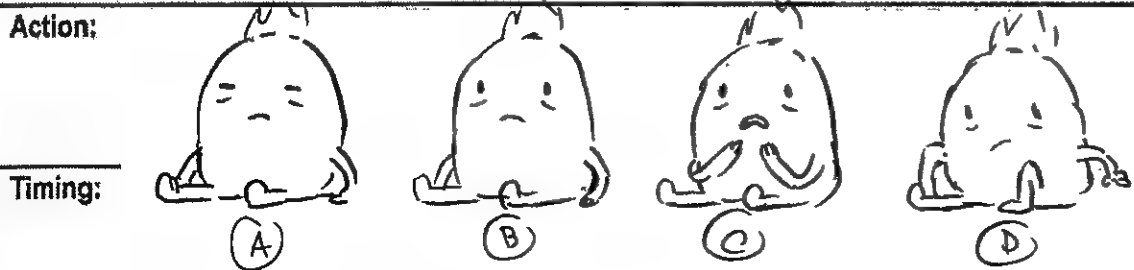


Sc. 116 Pnl. B Bg. day night



Dialog: (CP) (C): *GASP* OH NO! (E) How are we gonna do this? It's impossible. I mean, I don't know - we're doomed I guess. I mean it's game over. I can't believe it, who would've -

SFX: WHOOOSH!!



347

348

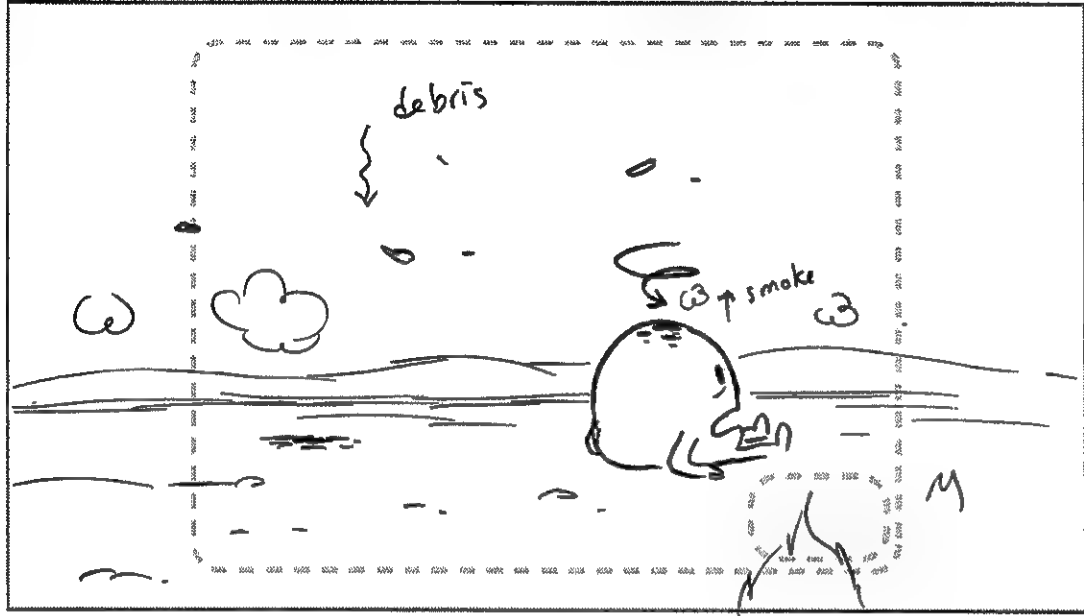
EPISODE # 1034-219

Production :

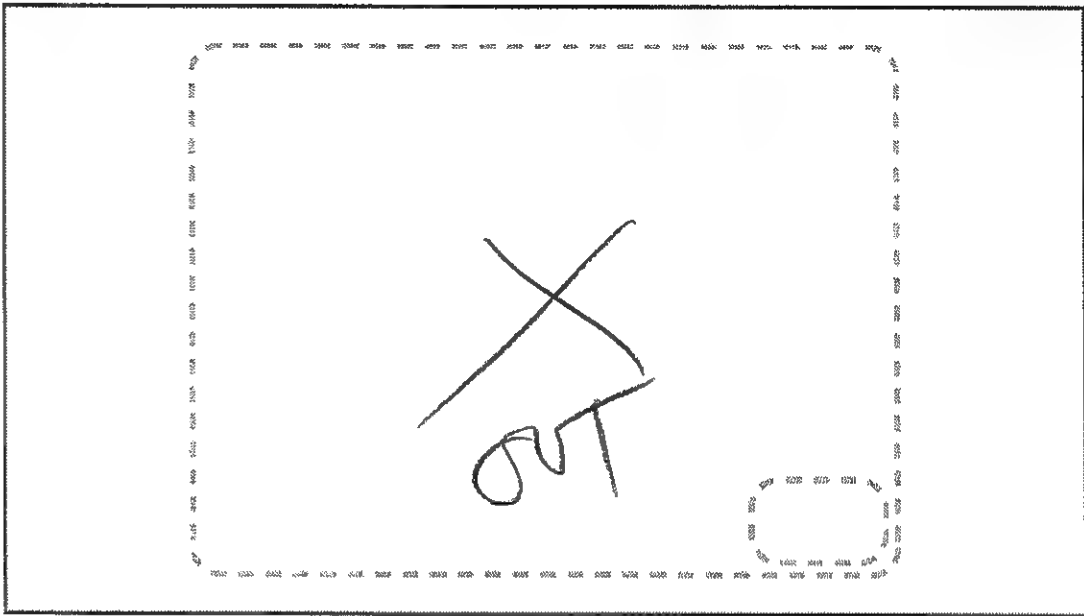
ADVENTURE TIME



Sc. 116 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action: - Candy person falls on his butt, fire extinguished
Timing:
349
350

EPISODE # 1034-219

Production :

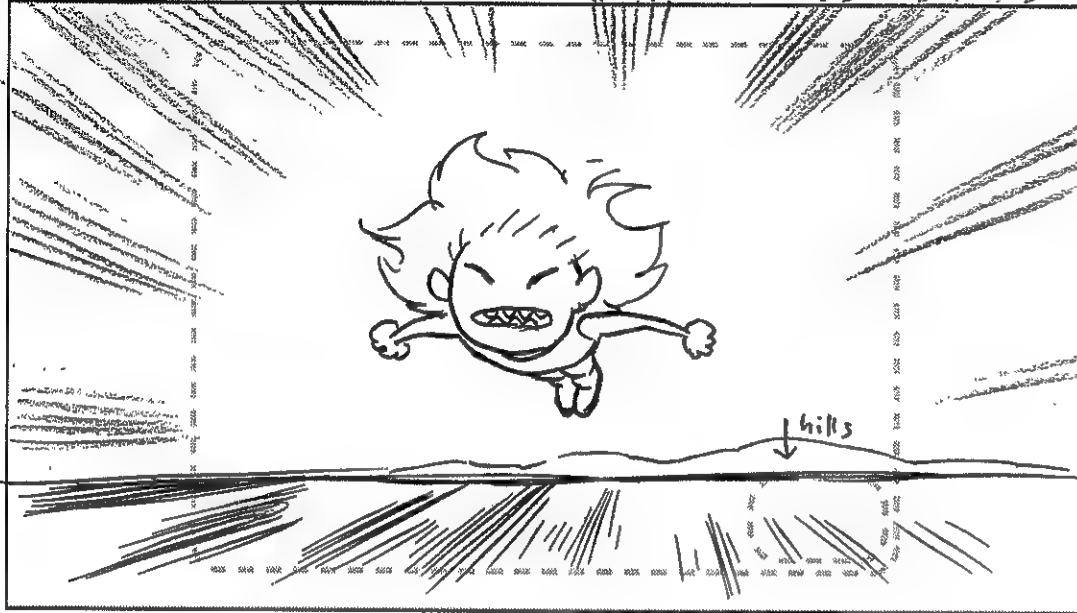
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ADVENTURE TIME

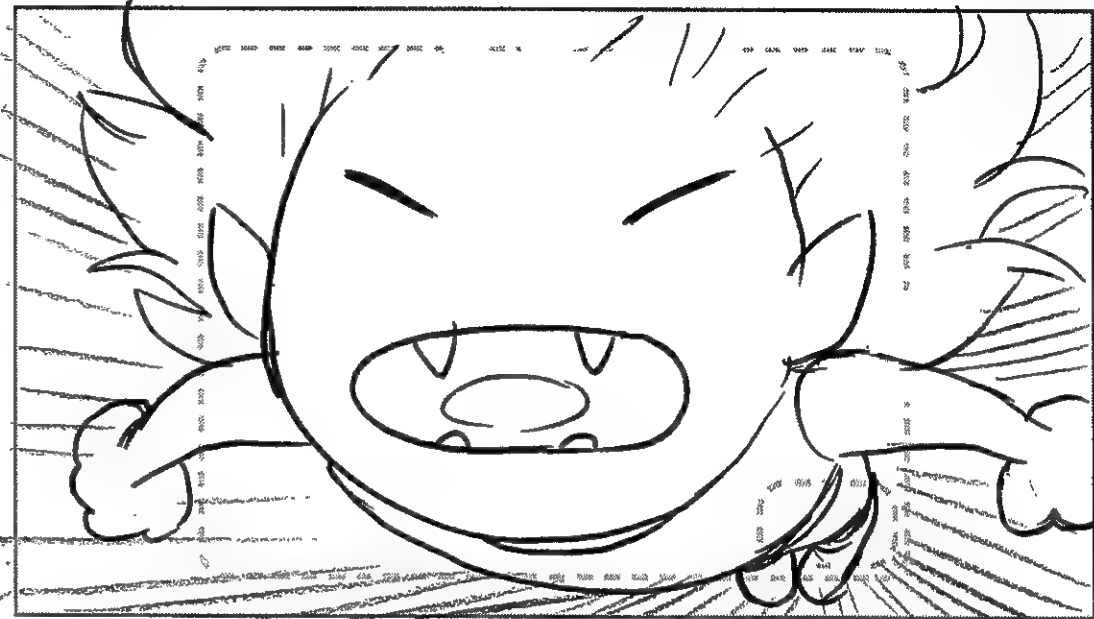


Page 176

Sc. 117 Pnl. A Bg. day night



Sc. 118 Pnl. A Bg. day night



Dialog:

(M) *RRR*

(M) I'M GONNA POOP MY PANTS
IF FINN KILLS THIS GUY
INSTEAD OF ME !!!

Action:

"POOP" ALTS: CRAP, STINK-UP, DOOK-UP, BOMB-UP

another ALT: I'M GONNA POOP MY PANTS OFF IF FINN
KILLS THIS GUY INSTEAD OF ME !!

Timing:

351

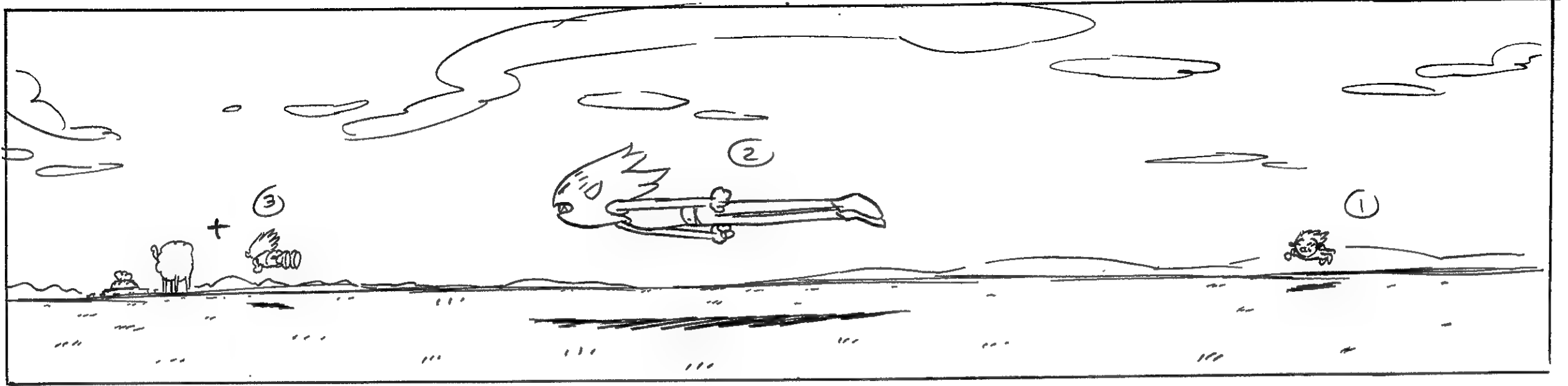
352

EPISODE # 1034-219

Production :

Sc. 119 Pnl. A

pg 177



1034-219

← FAST PAN →

+ (4)
+
+

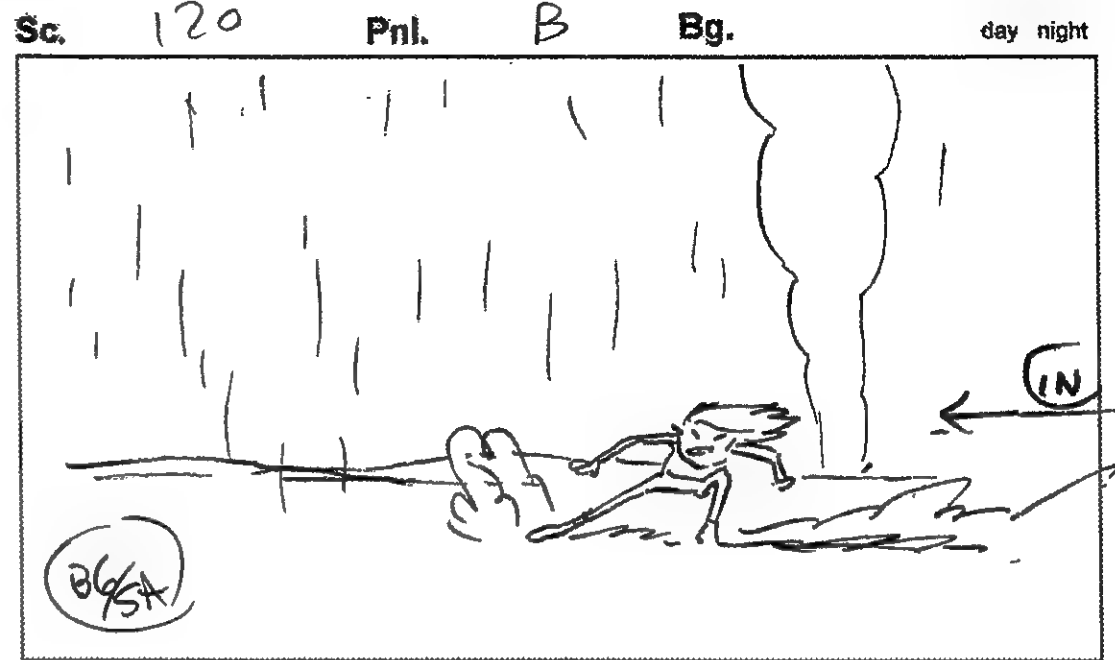
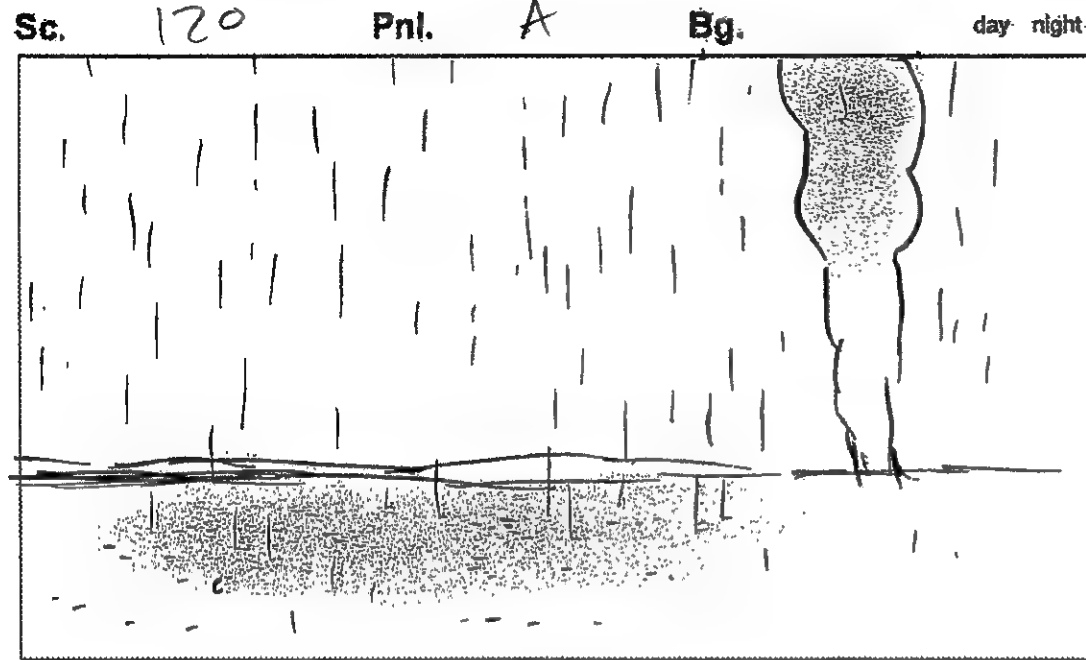
353

354

ADVENTURE TIME



Page 178



Dialog:

(SFX) *TIRE SQUEALL*

Action:

- marceline
skids into
shot,
decelerating
the whole
time

Timing:

355



356

EPISODE # 1034-219

Production :

ADVENTURE TIME



Sc. 121 Pnl. A Bg. day night



Sc. 122 Pnl. A Bg. day night



Dialog	(SFX) * TIRE SQUEAL CONT.* →
Action	-PB TURNS
Timing	



357



358

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EPISODE # 1034-219

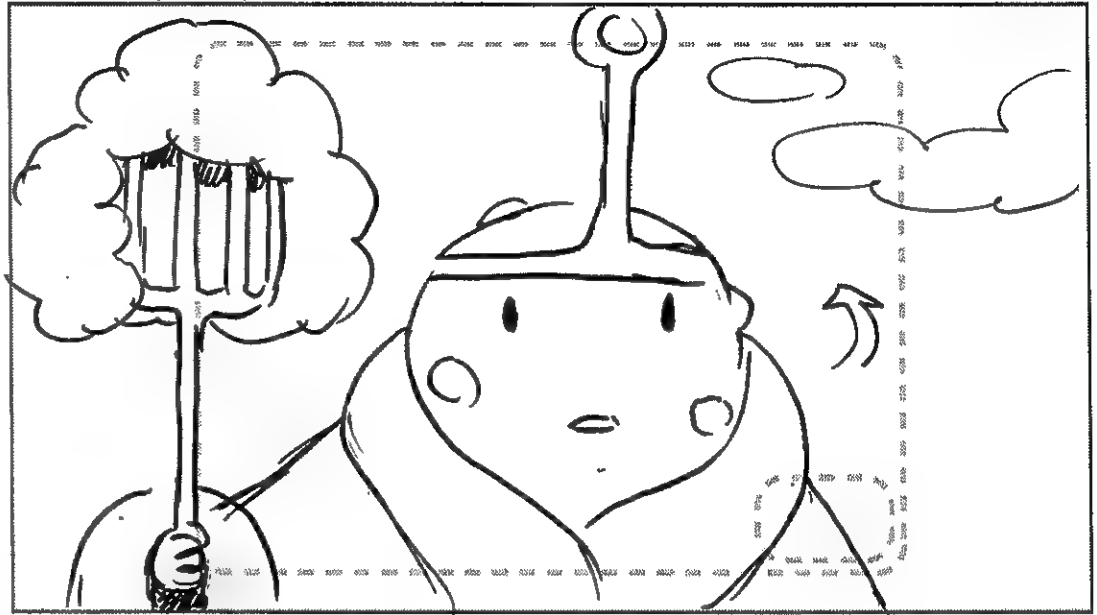
ADVENTURE TIME





Sc. 123 Pnl. A Bg. day night



Sc. 124 Pnl. A Bg. day night



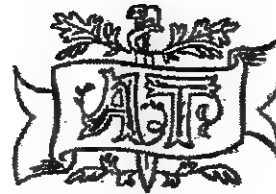
Dialog:		(SFX) *TIRE SQUEAL* →		
Action: -FP TURNS.				-CRUNCHY LOOKS UP.
Timing:				

359

360

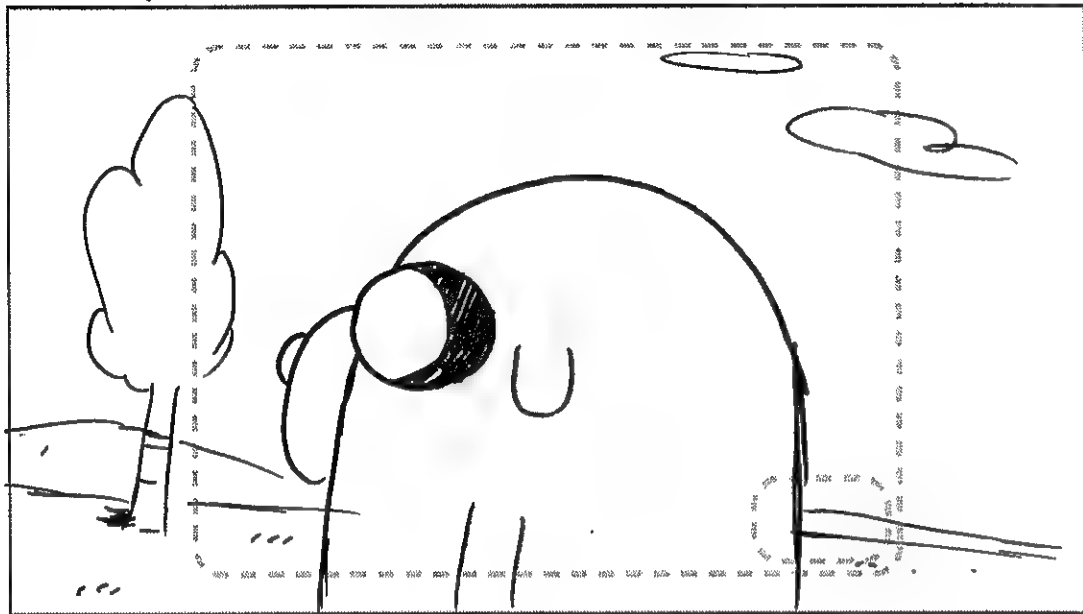
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ADVENTURE TIME

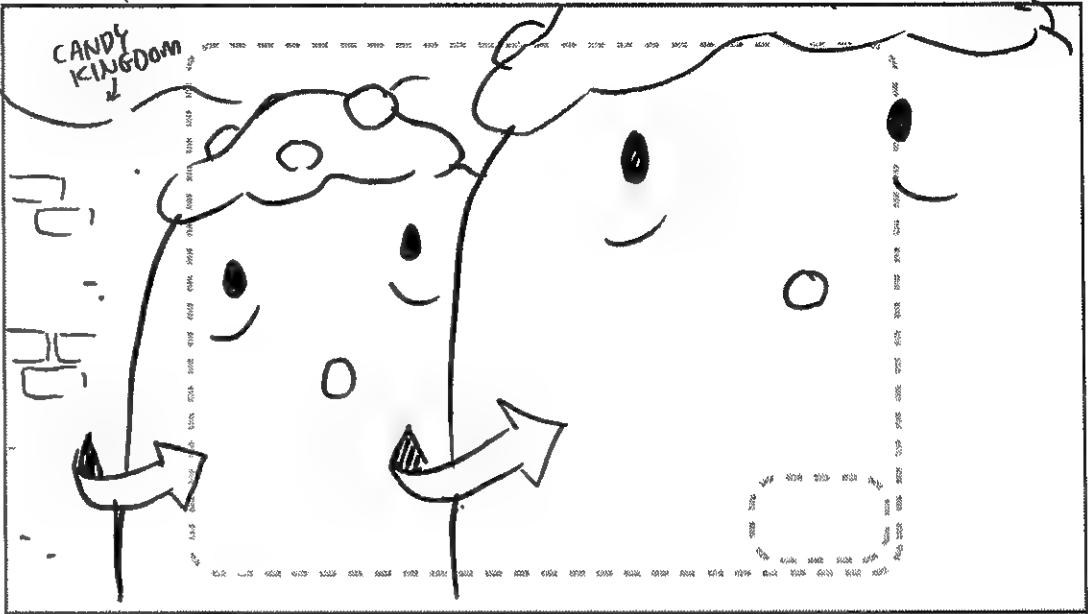


Page 181

Sc. 125 Pnl. A Bg. day night



Sc. 126 Pnl. A Bg. day night



Dialog:

Action:

- JAKE DOESN'T TURN,

- B. GUARDS
TURN,

Timing:

361



362

EPISODE # 1034-219

Production :

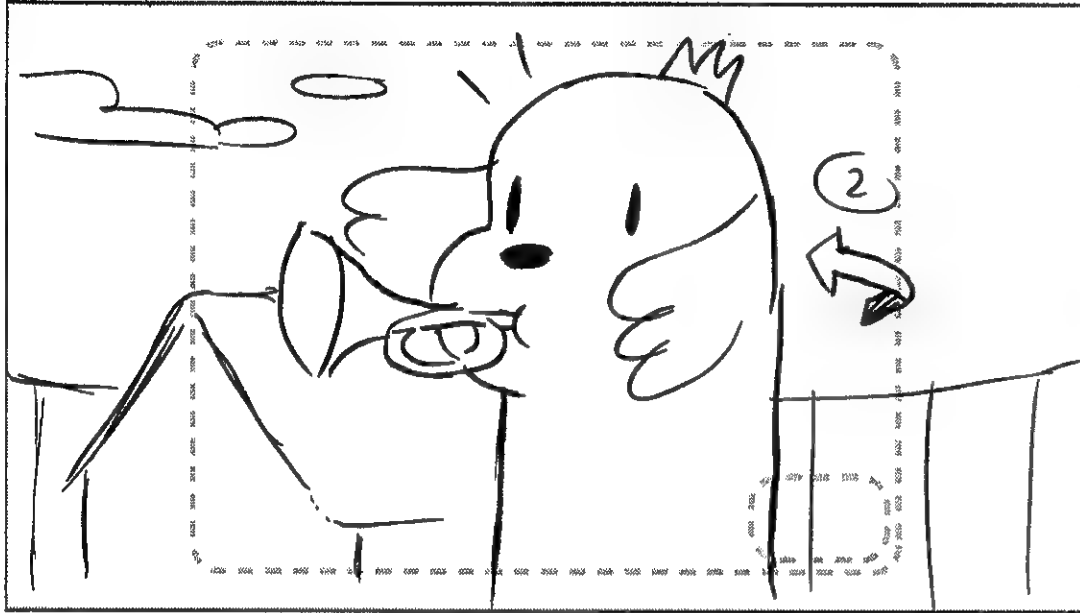
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ADVENTURE TIME

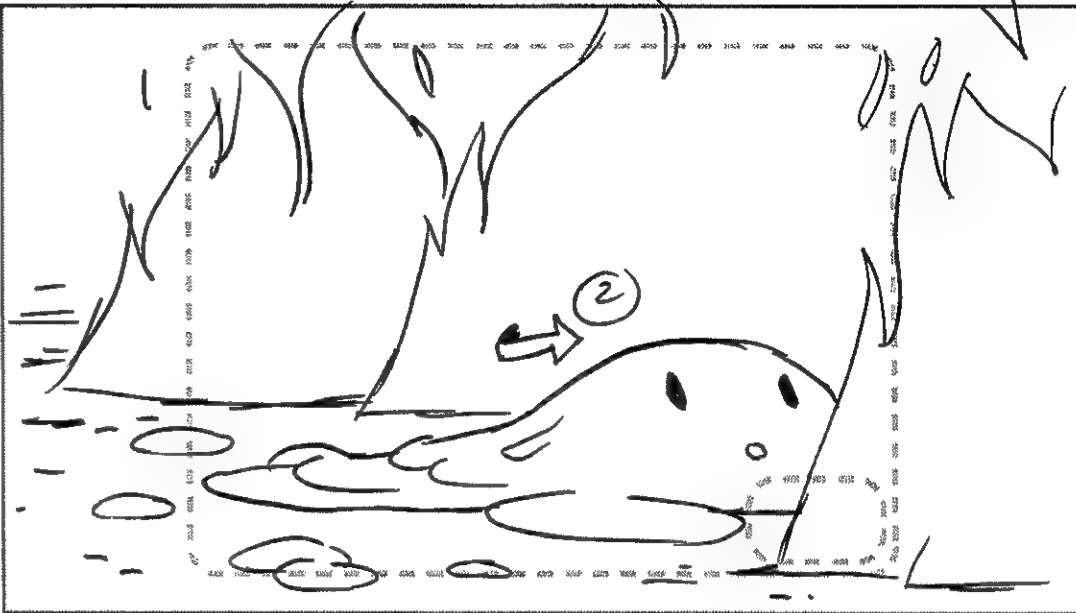




Page 182

Sc. 127 Pnl. A Bg. day night



Sc. 128 Pnl. A Bg. day night



Dialog:	SFX: *TROT* ??		363
Action:	HDP TURNS.		364
Timing:			

EPISODE # 1034-219

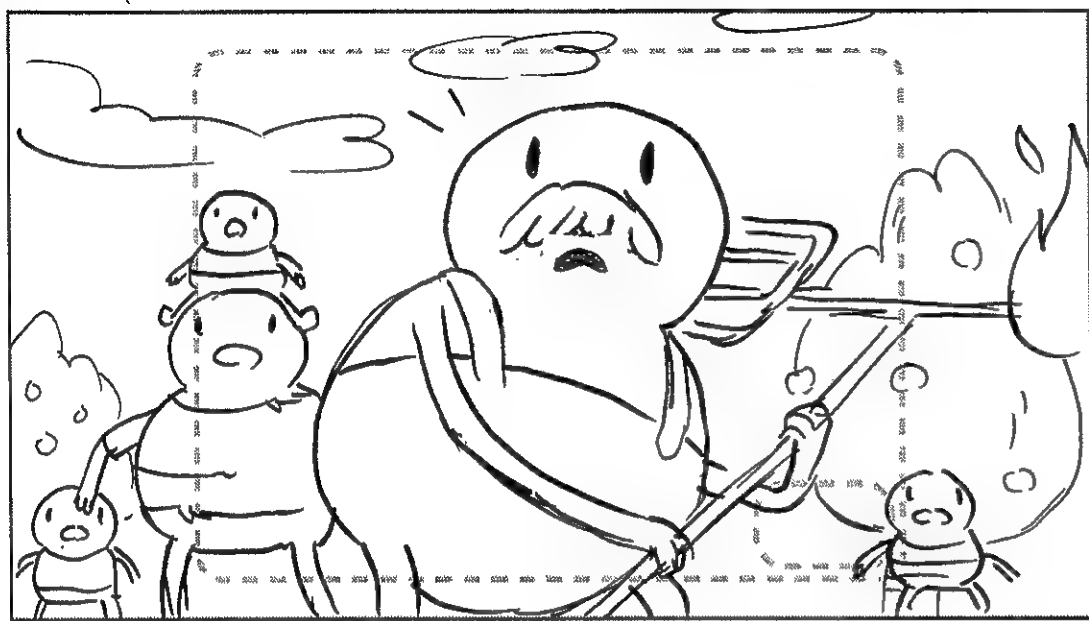
Production :

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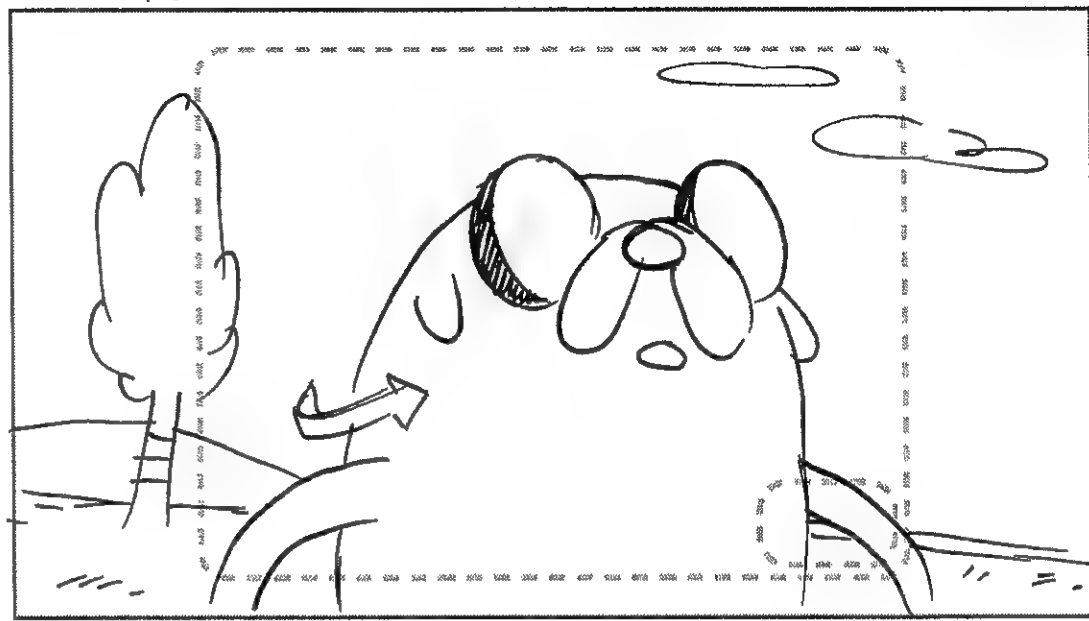
ADVENTURE TIME





Sc. 129 Pnl. A Bg. day night



Sc. 130 Pnl. A Bg. day night



Dialog:	
Action:	- CLOUD DANCE TURNS.
Timing:	
	
	365
	- NOW JAKE TURNS.
	
	366

EPISODE # 1034-219 Production :

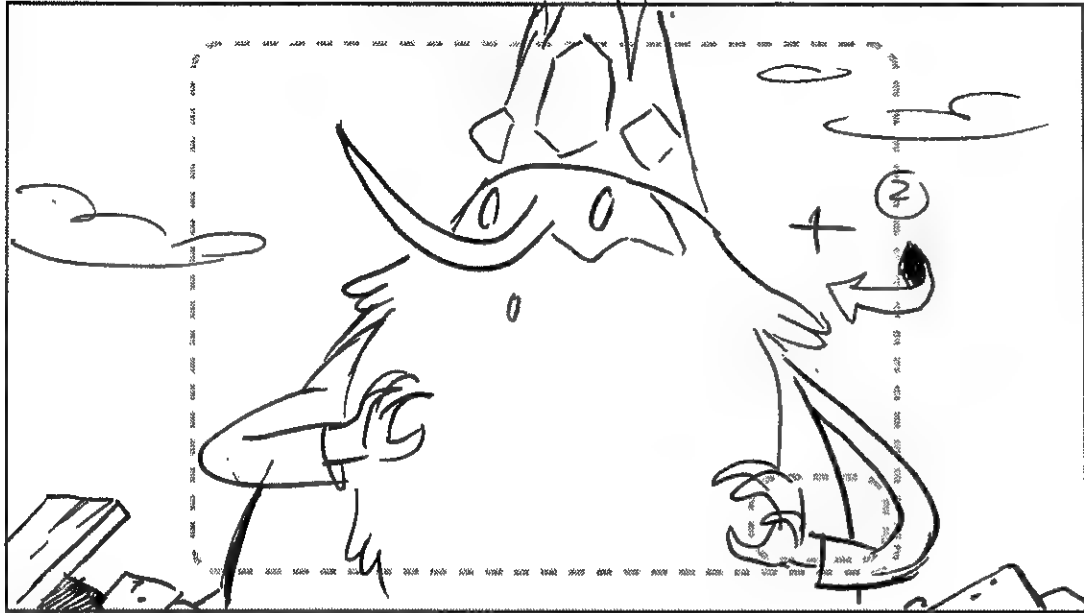
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ADVENTURE TIME

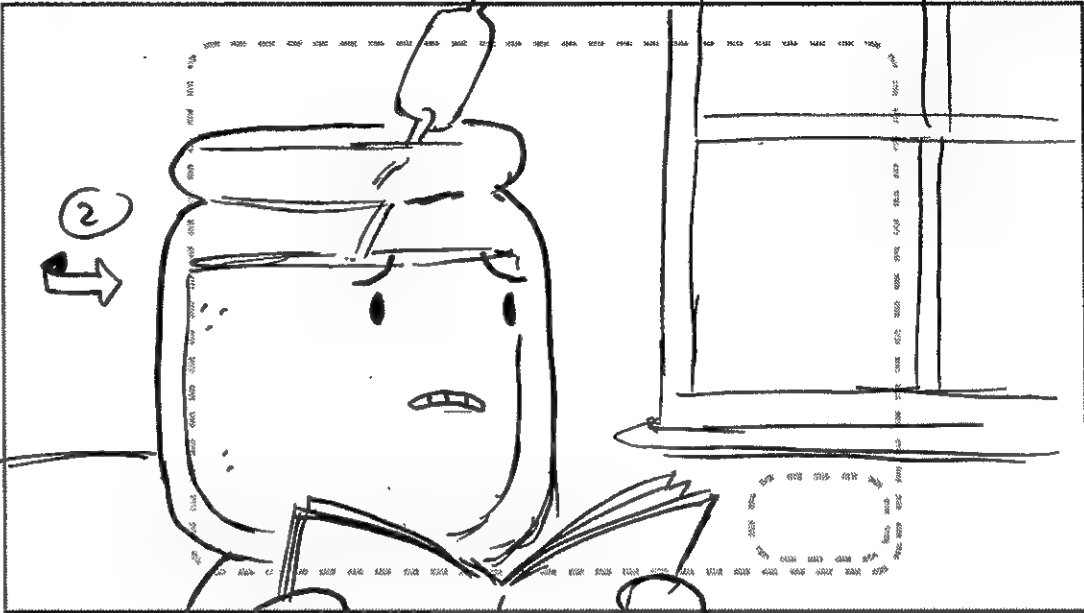


Page 184

Sc. 131 Pnl. A Bg. day night



Sc. 132 Pnl. A Bg. day night



Dialog:

Action:

-1K TURNS

Timing:

367

-DBG TURNS.

368

EPISODE # 1034-219

Production :

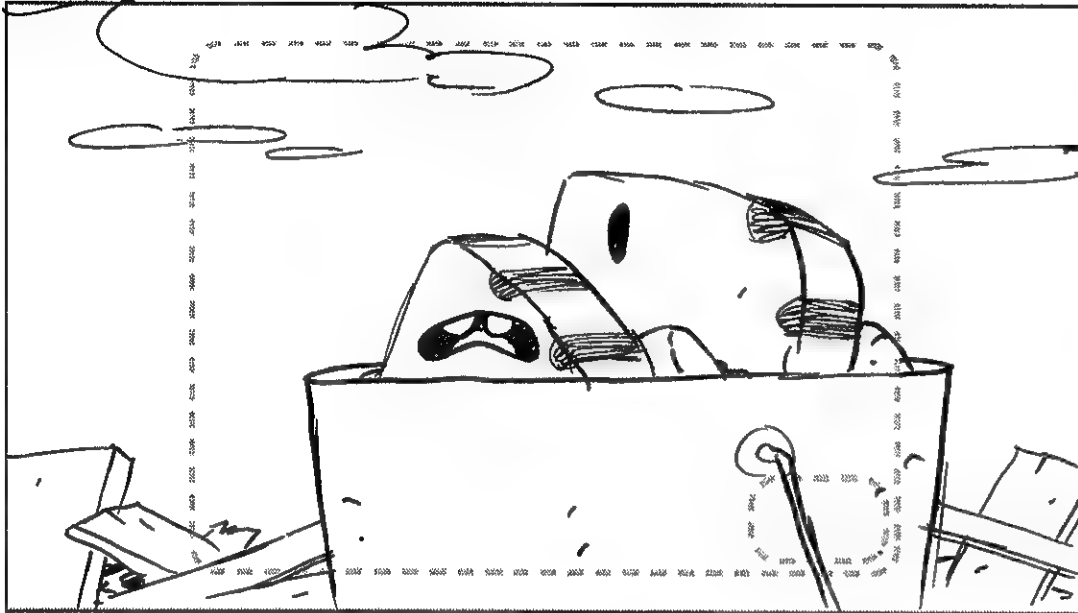
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ADVENTURE TIME

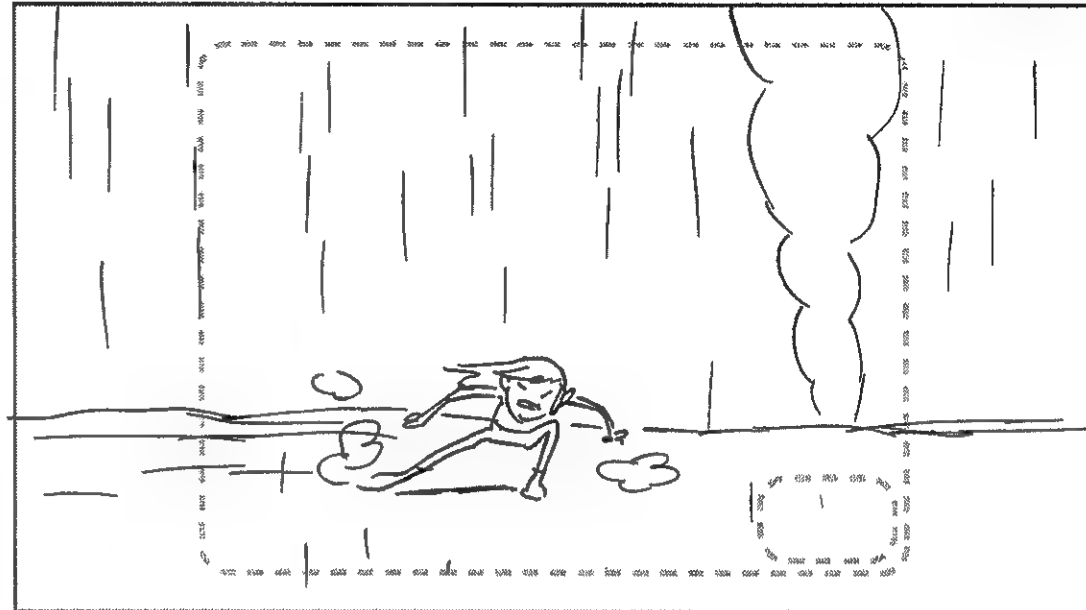


Page 185

Sc. 133 Pnl. A Bg. day night



Sc. 134 Pnl. A Bg. day night



Dialog:

P.BUT WHUUUTT!!!
(really stretch it)



Action:

-DUST STARTS SETTLING.

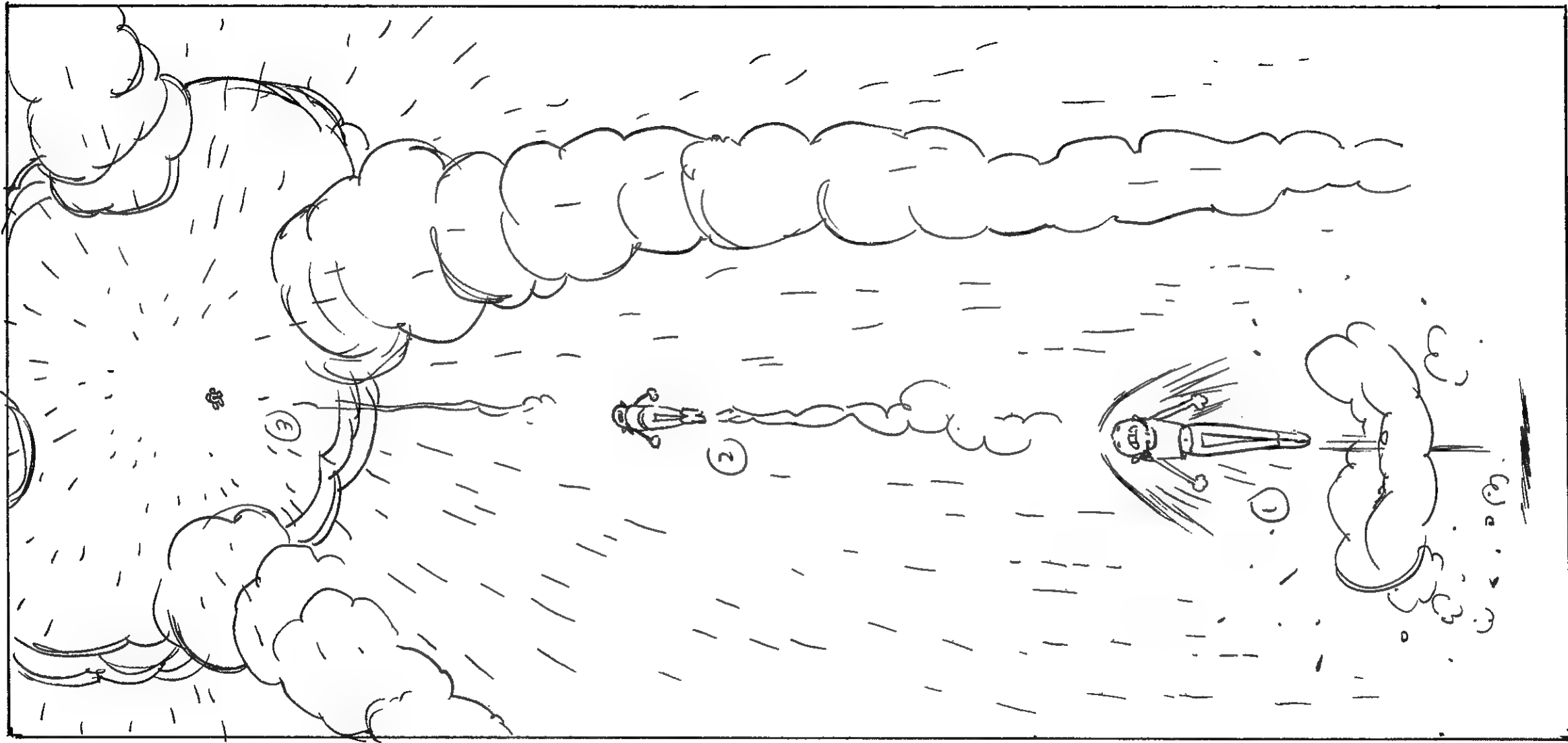
Timing:

369

370

EPISODE # 1034-219

Production :



371

372

SFX: SONIC BOOM!

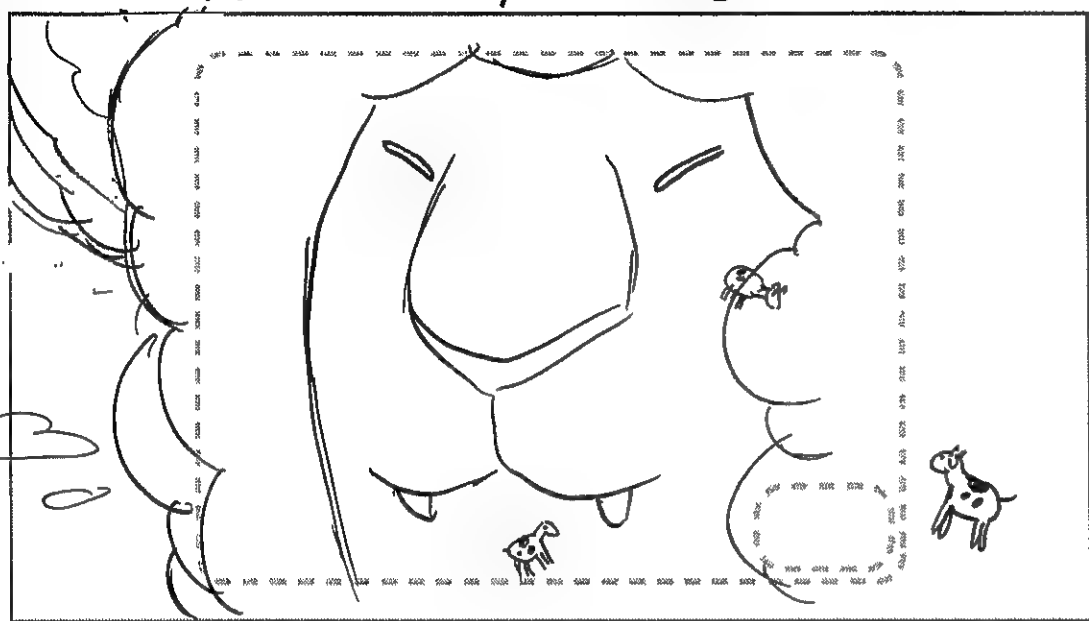
1034-219

-Marceline shoots up toward the Essence's belly

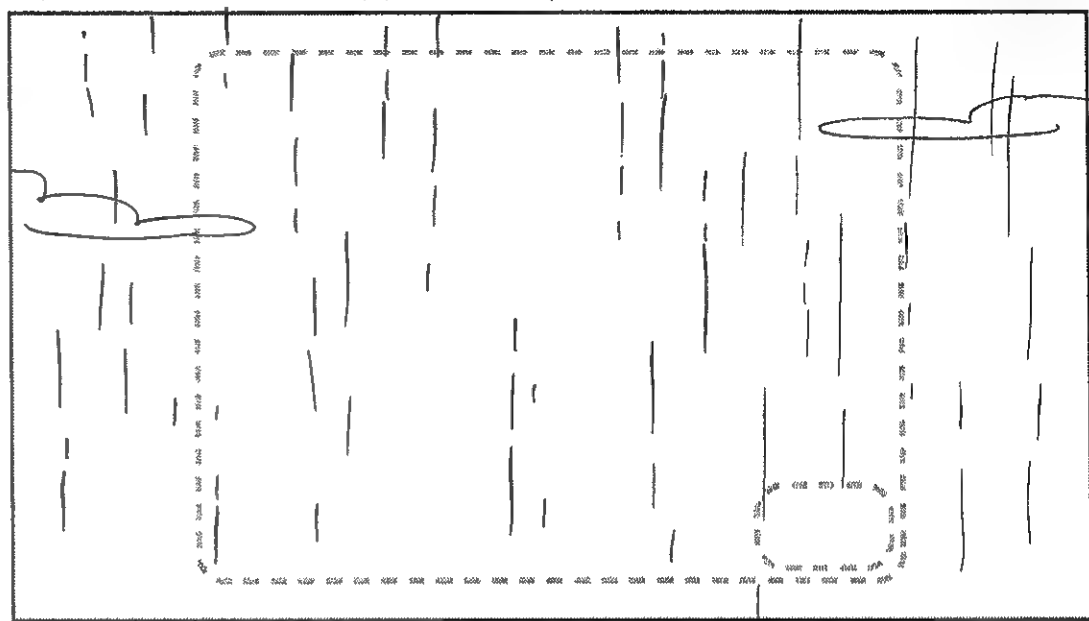
ADVENTURE TIME



Sc. 135 Pnl. A Bg. day night



Sc. 136 Pnl. A Bg. day night



Dialog:	(SFX: POP!)
Action:	- Essence is shocked to have belly pierced
Timing:	

373

374

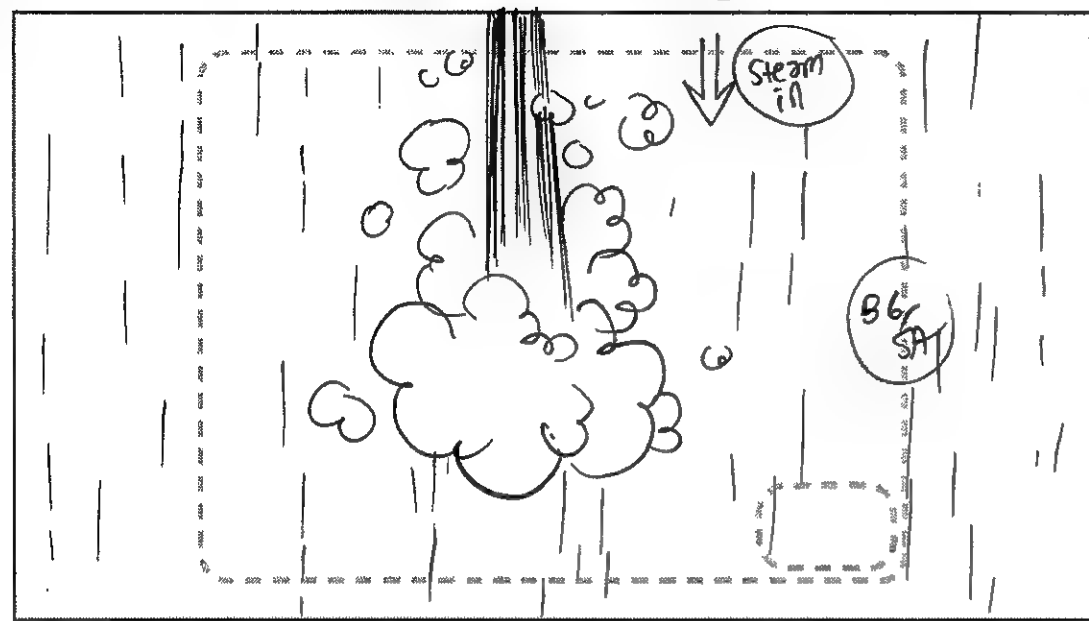
EPISODE # 1034-219

Production :

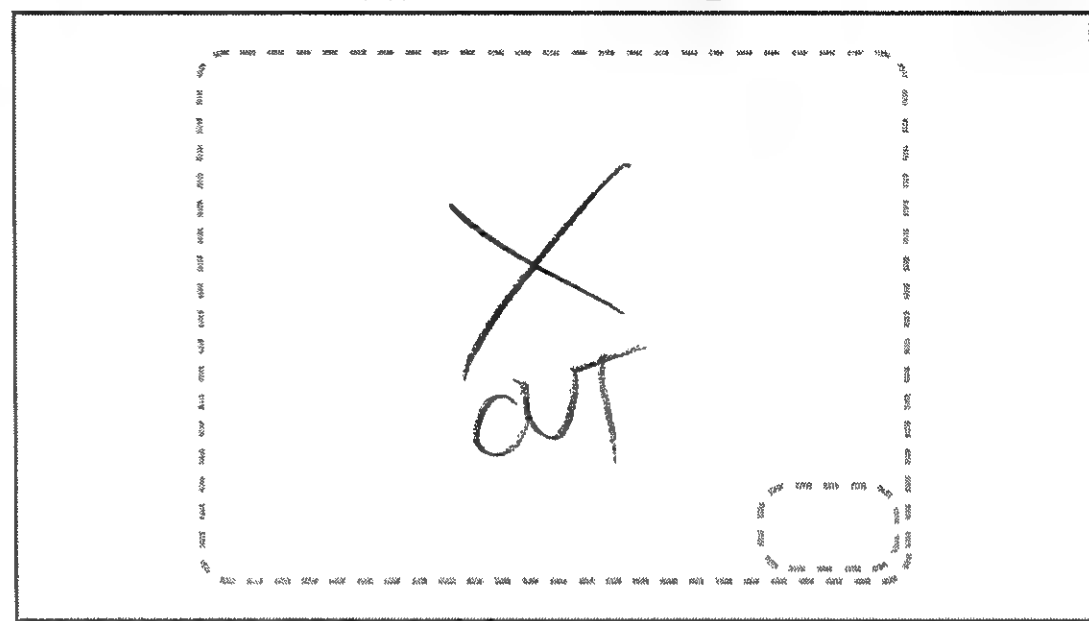
ADVENTURE TIME



Sc. 136 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



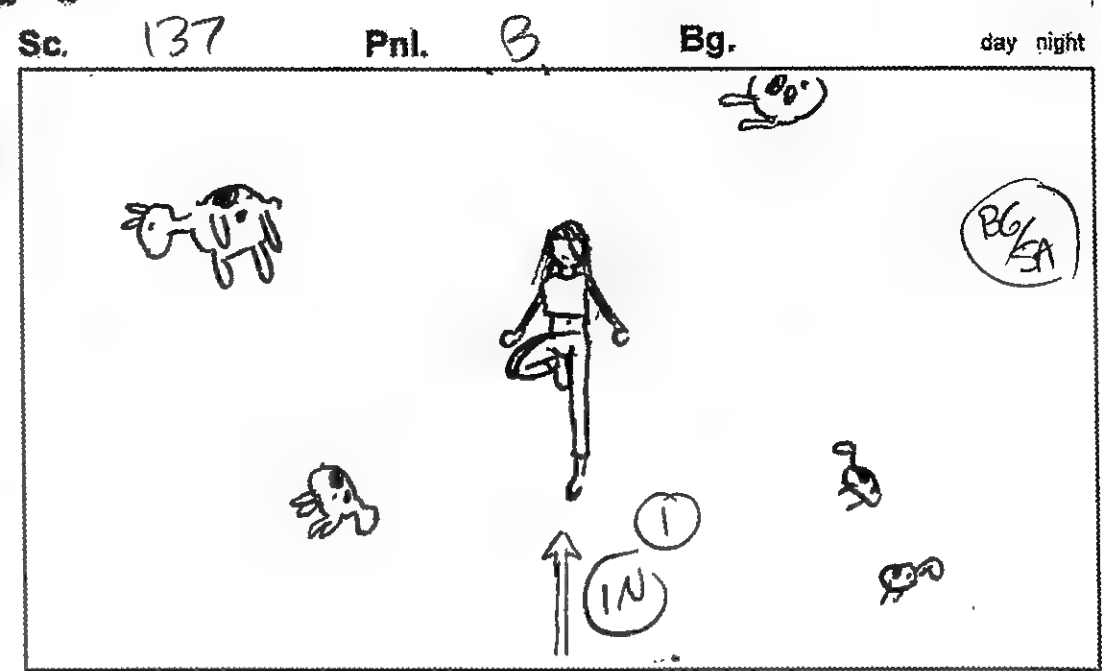
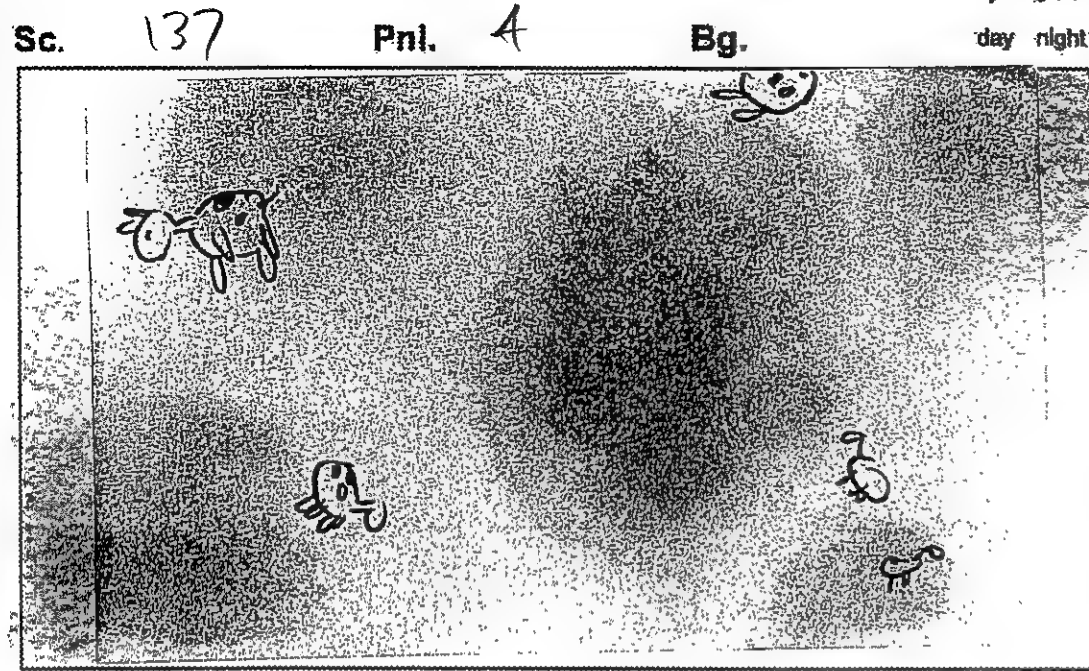
Dialog:	(FX): TSSS!
Action:	- Steam sprays from belly wound.
Timing:	375
	376

EPISODE # 1034-219 Production :

ADVENTURE TIME



Page 189



Dialog:

Action:

-M. SHOTS UP INTO INTERIOR.

Timing:

377



BEAT (slow hair unfurl)

378

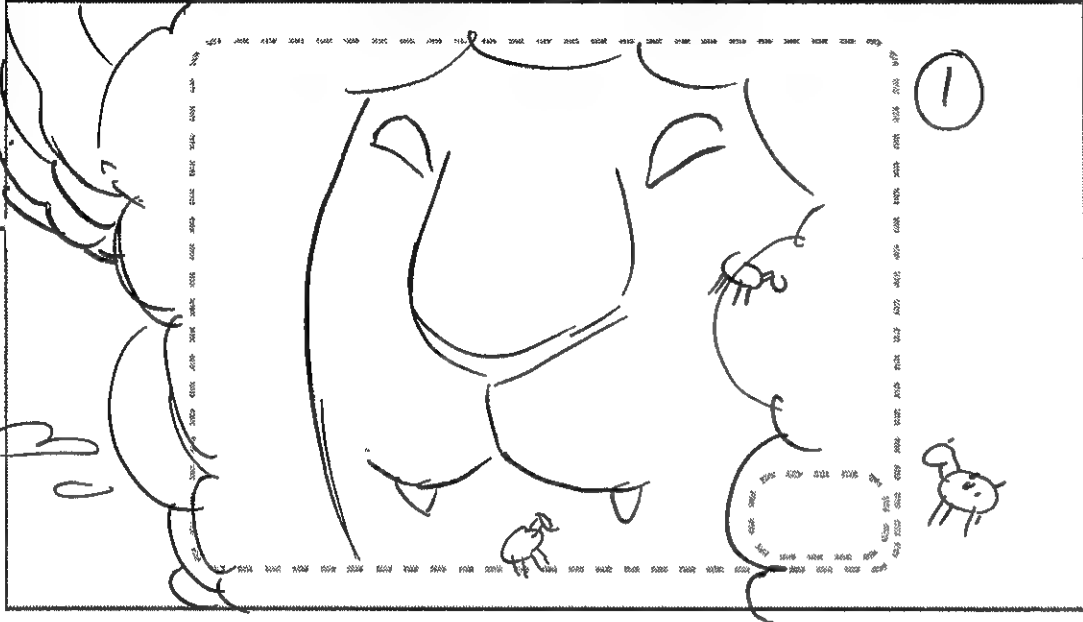
EPISODE # 1034-219

Production :

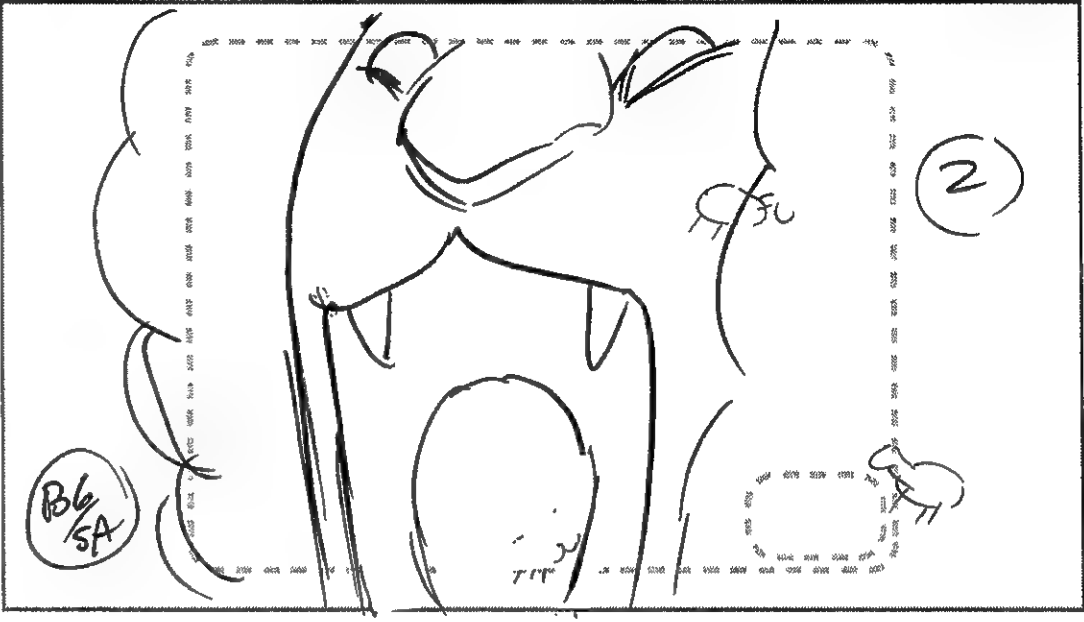
ADVENTURE TIME



Sc. 138 Pnl. A Bg. day night



Sc. 138 Pnl. B Bg. day night



Dialog:	ESSENCE: ROARR!!
Action:	
Timing:	
379	380

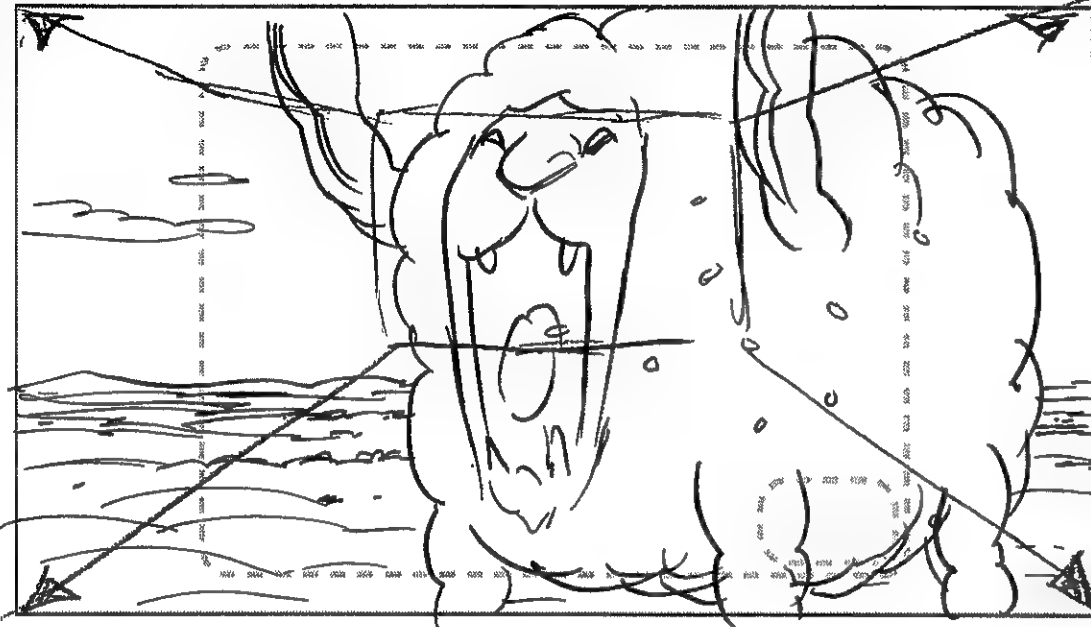
EPISODE # 1034-219

Production :

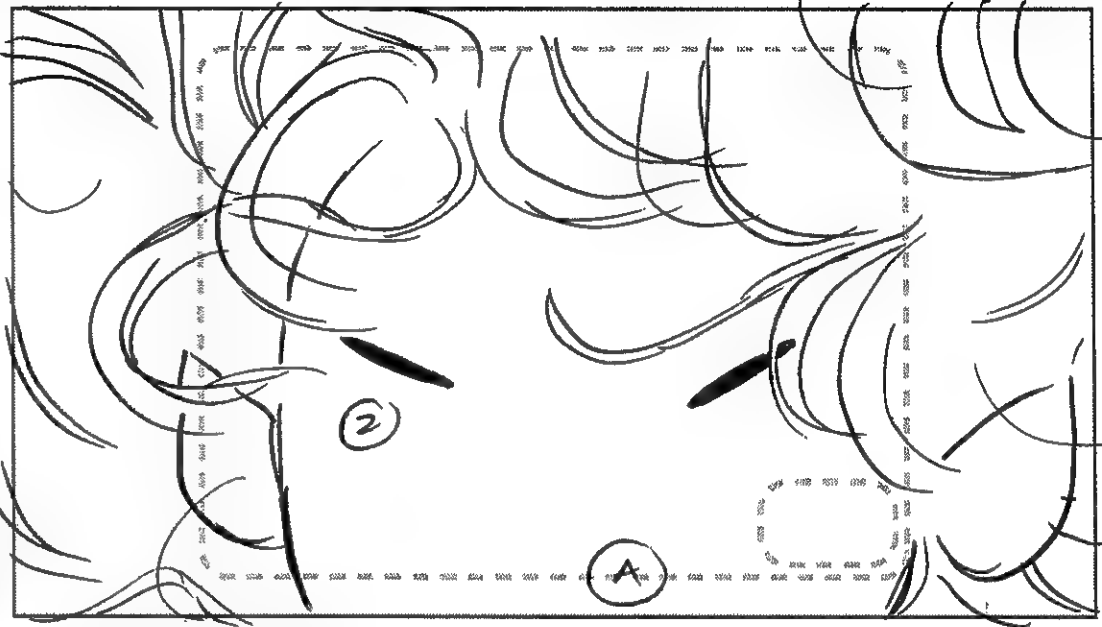
ADVENTURE TIME



Sc. 138 Pnl. C Bg. day night



Sc. 139 Pnl. A Bg. day night



Dialog: ESSENCE: (roar continues →) ESSENCE (OS) [MUFFLED] continued roaring

Action: (A/B) Marceline's hair sways as though underwater.

Timing: 381 382

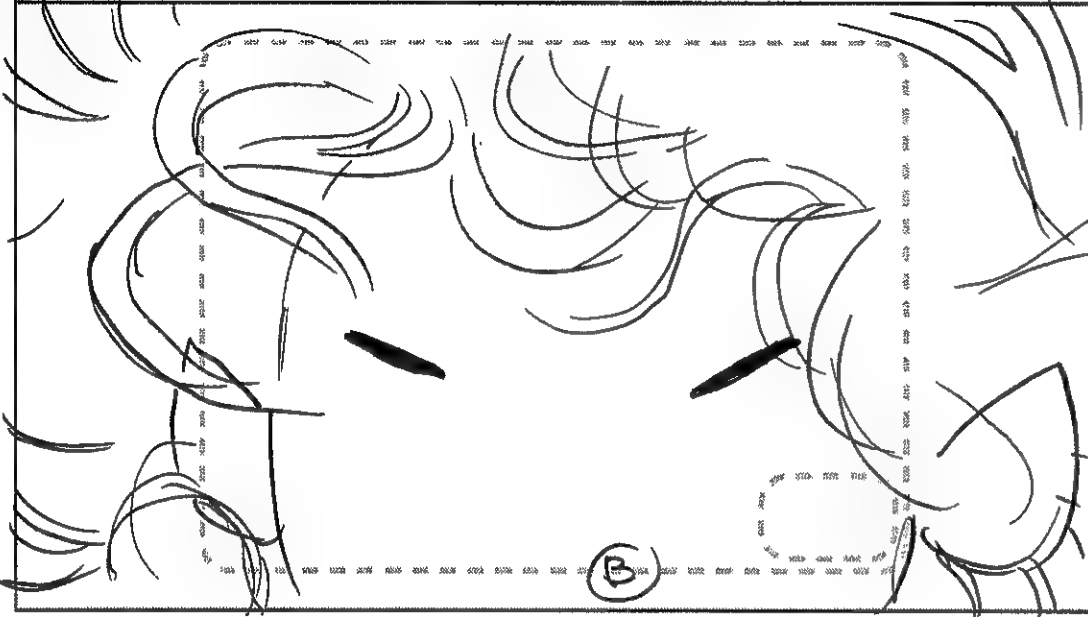
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ADVENTURE TIME

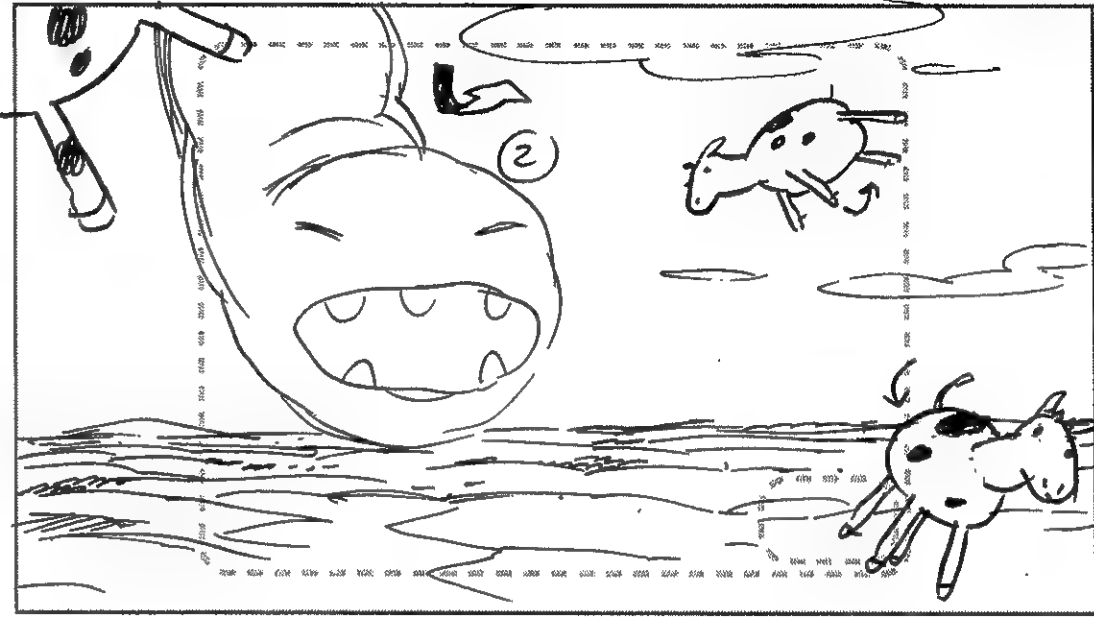


Page 192

Sc. 139 Pnl. B Bg. day night



Sc. 140 Pnl. A Bg. day night



Dialog:
(ESSENCE) → (cont.)
(LONG BEAT)

(EEL) * HISS! SPUTTER! ROAR! *
[muffled] ②

Action:
- EEL dips into shot
- cows slowly float about
(MARCELINE POV.)



Timing:

383

384

EPISODE # 1034-219

Production :

ADVENTURE TIME

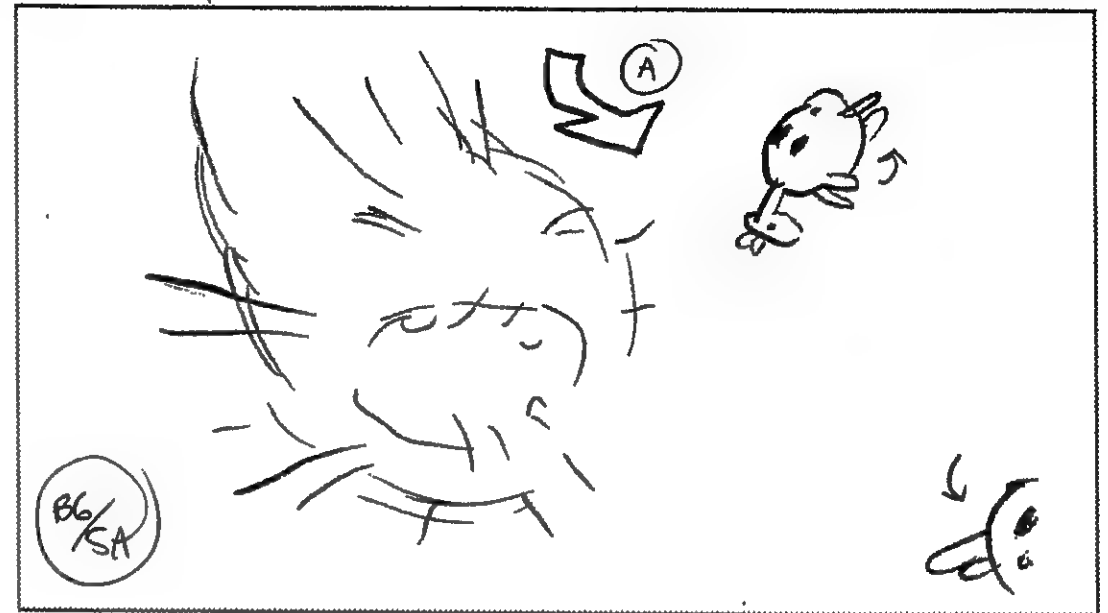


Page 193

Sc. 140 Pnl. B Bg. day night



Sc. 140 Pnl. C Bg. day night



Dialog:

(EEL:) * muffled roaring *

Action: - EEL shakes head in RAGE/FRUSTRATION

Timing:

385

- EEL presses face into Essence's skin



386

1034-219

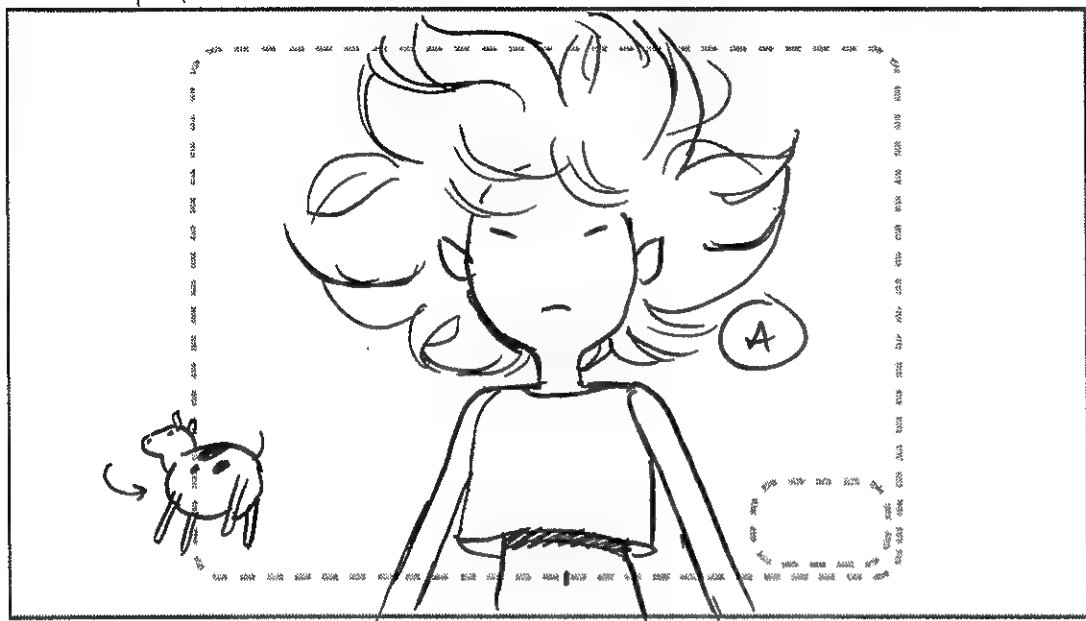
EPISODE #

Production :

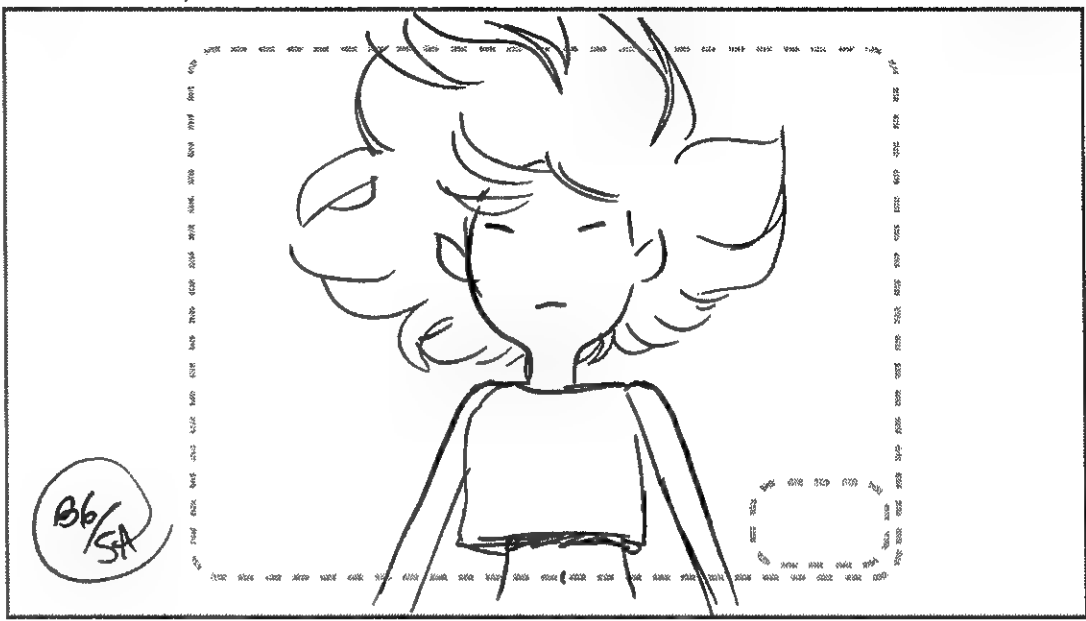
ADVENTURE TIME




Sc. 141 Pnl. A Bg. day night



Sc. 141 Pnl. B Bg. day night



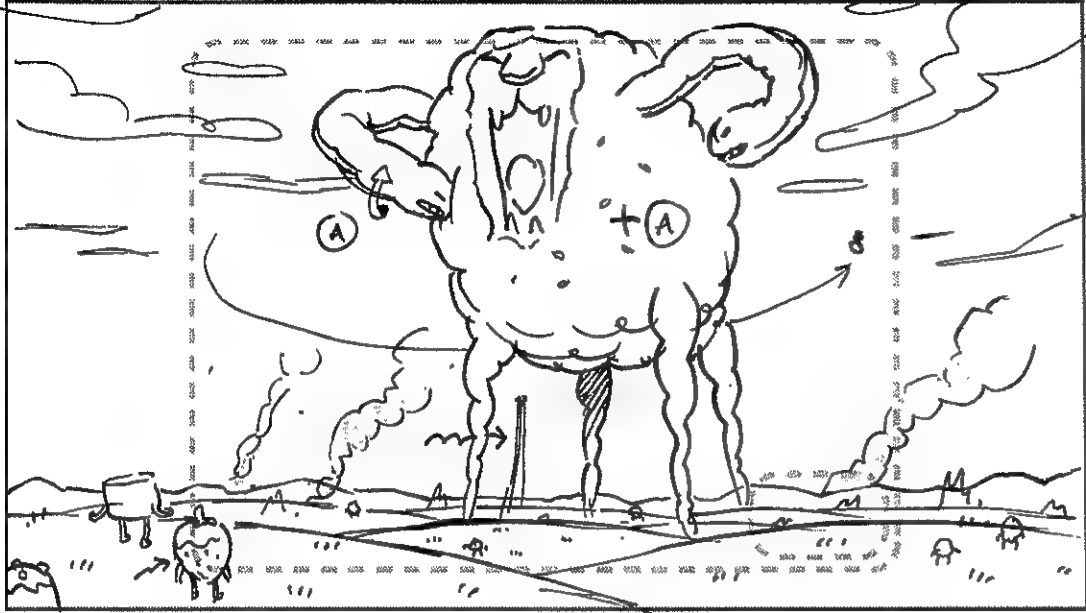
Dialog:	(EEL) (OS) [muffled:] cont. roaring	(MARCELINE) [telepathically(?)] King?
Action:		
Timing:	387	388

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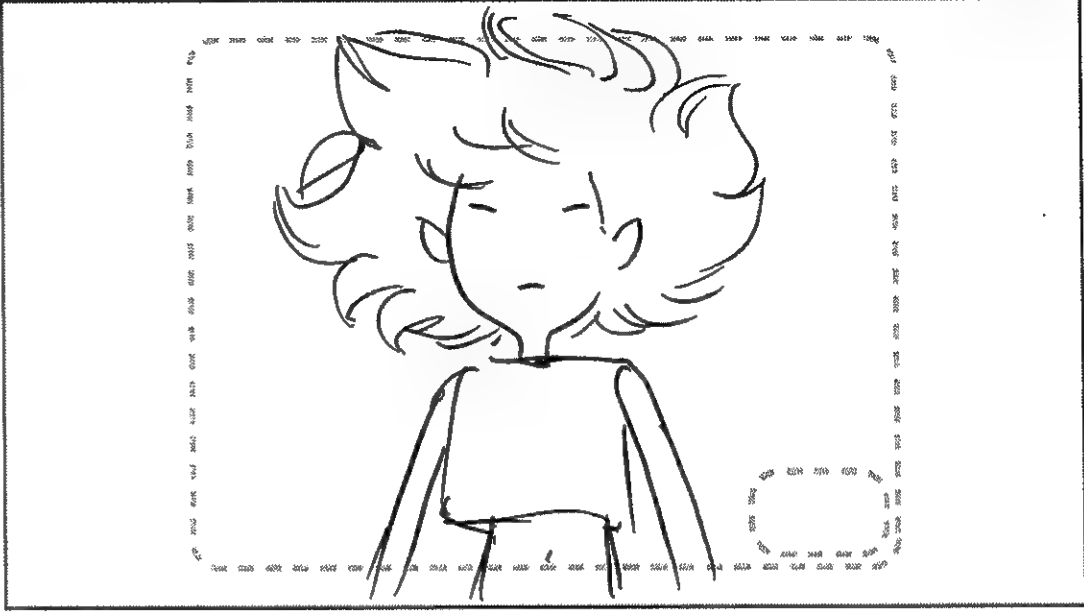
ADVENTURE TIME



Sc. 142 Pnl. A Bg. day night



Sc. 143 Pnl. A Bg. day night

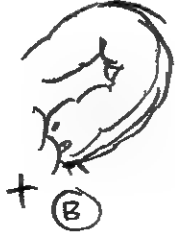
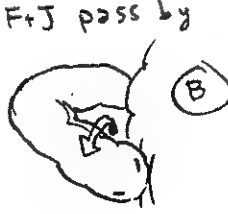


Dialog: A. ESSENCE: ROARING (muffled? Still in telepathy zone?)
B. MARCELINE (telepathic): You still in here?

(M:) (telepathic) hello?

Action: -PB + F+J pass by

Timing:



389

390

EPISODE # 1034-219

Production :

ADVENTURE TIME

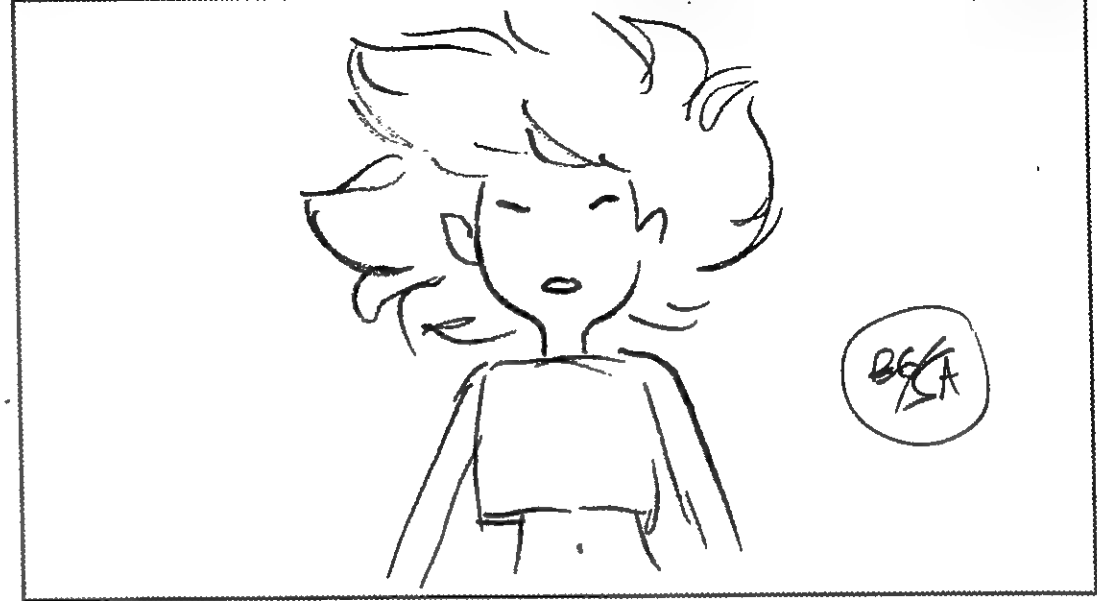


Page 196

Sc. 143 Pnl. B Bg. day night



Sc. 143 Pnl. C Bg. day night



Dialog:

- BEAT -

(M) Too bad.
(regular voice)

Action:

Timing:

391

392

ADVENTURE TIME



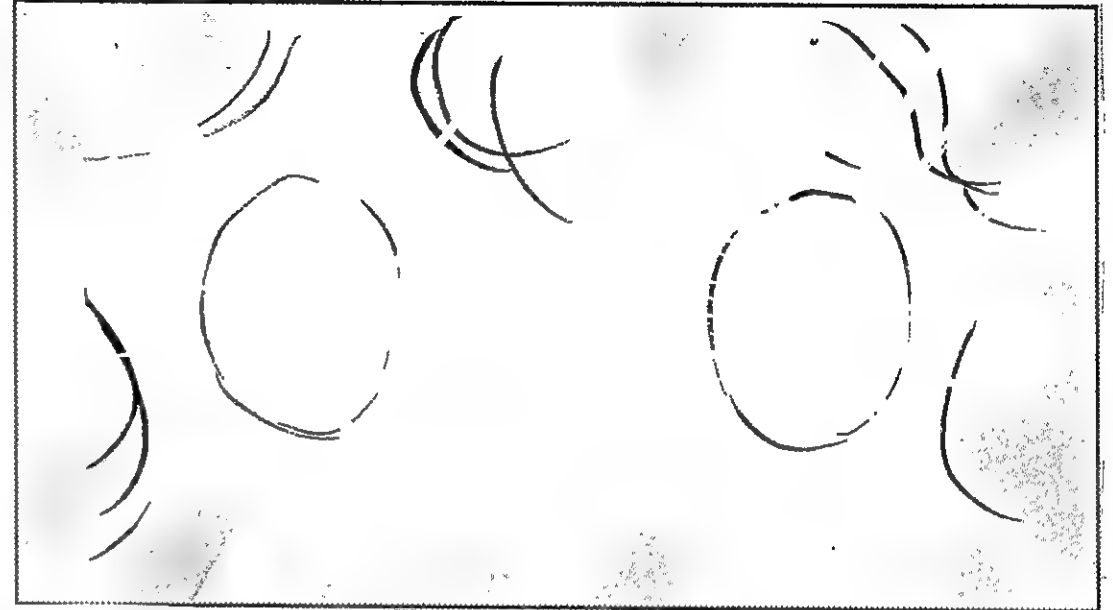
144

Page 197

Sc. 144 Pnl. A Bg. day night



Sc. 144 Pnl. B Bg. day night



Dialog:

Action:

• •
① ② - Eyes are normal for a moment before filling w/ energy

Timing:

393

394

EPISODE # 1034-219

Production :

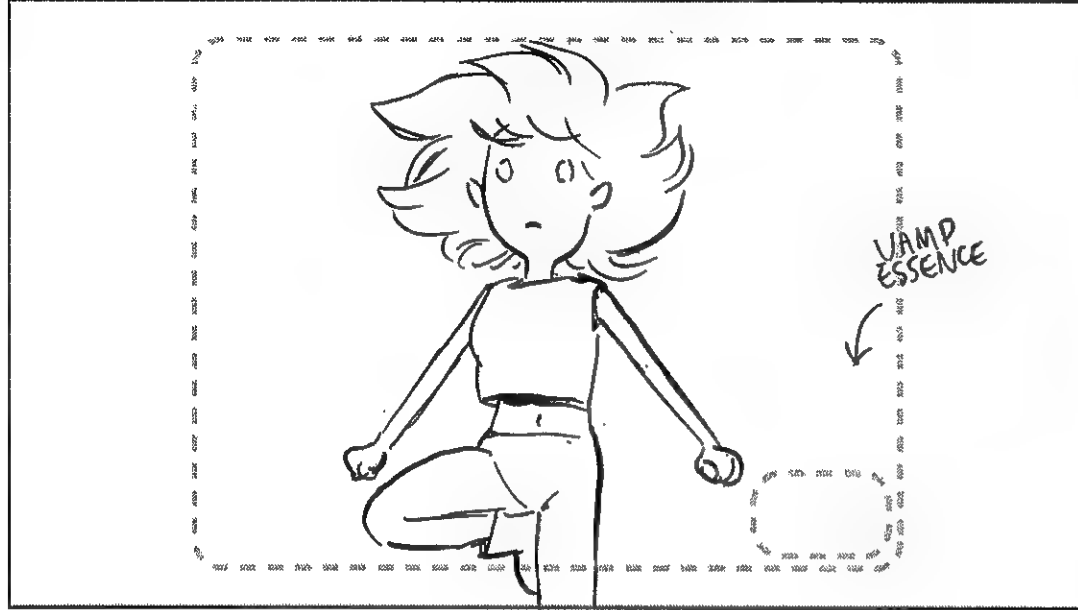
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ADVENTURE TIME

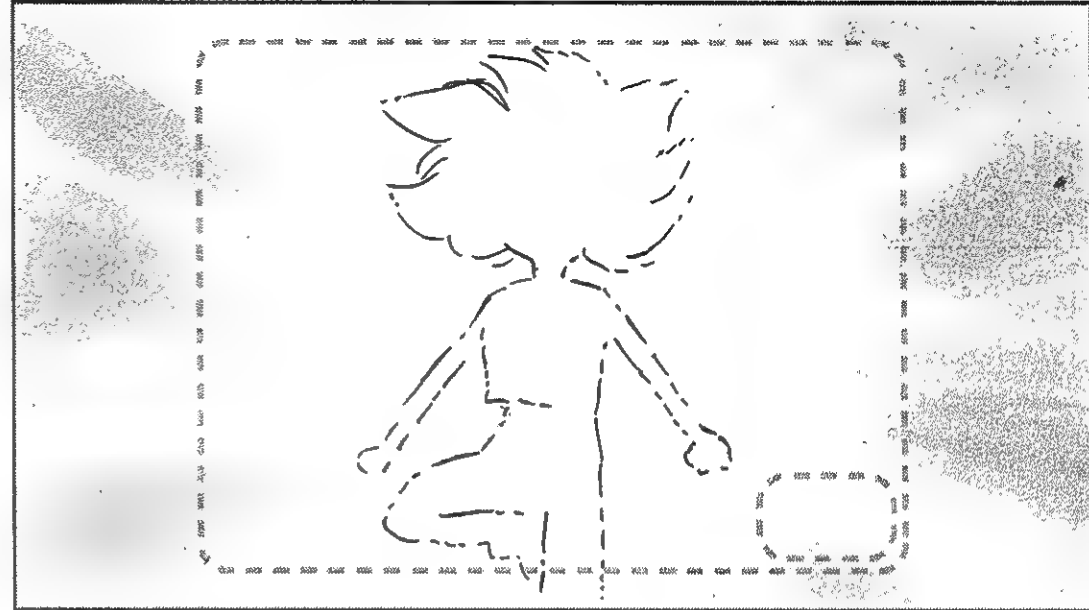


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Sc. 145 Pnl. A Bg. day night



Sc. 145 Pnl. B Bg. day night



Dialog:
Action: <u>-Marceline fills w/ energy</u>
Timing: <u>395</u>

EPISODE #
1034-219

Production :

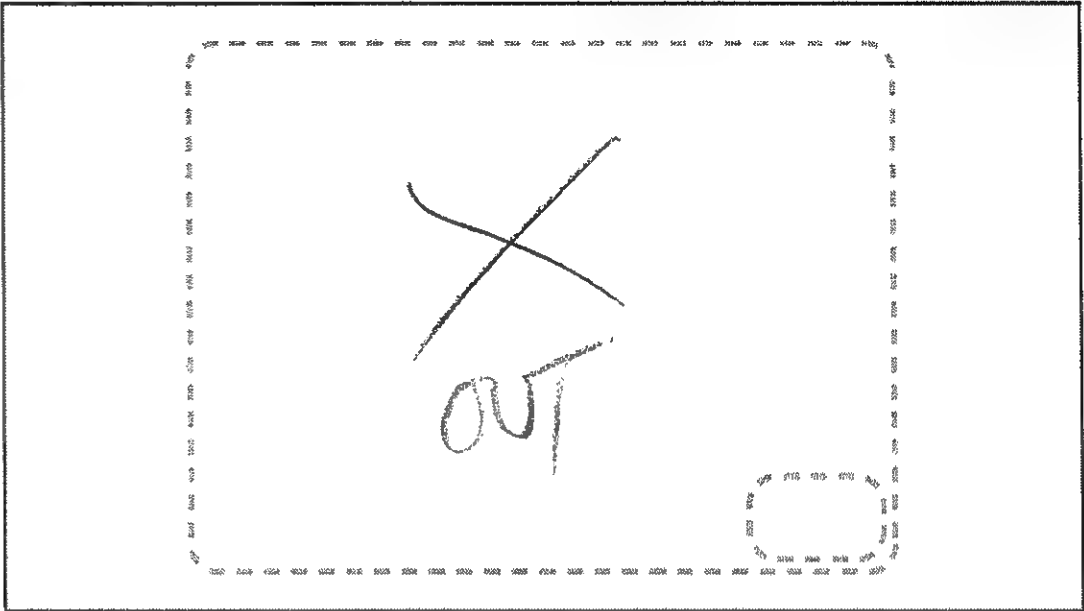
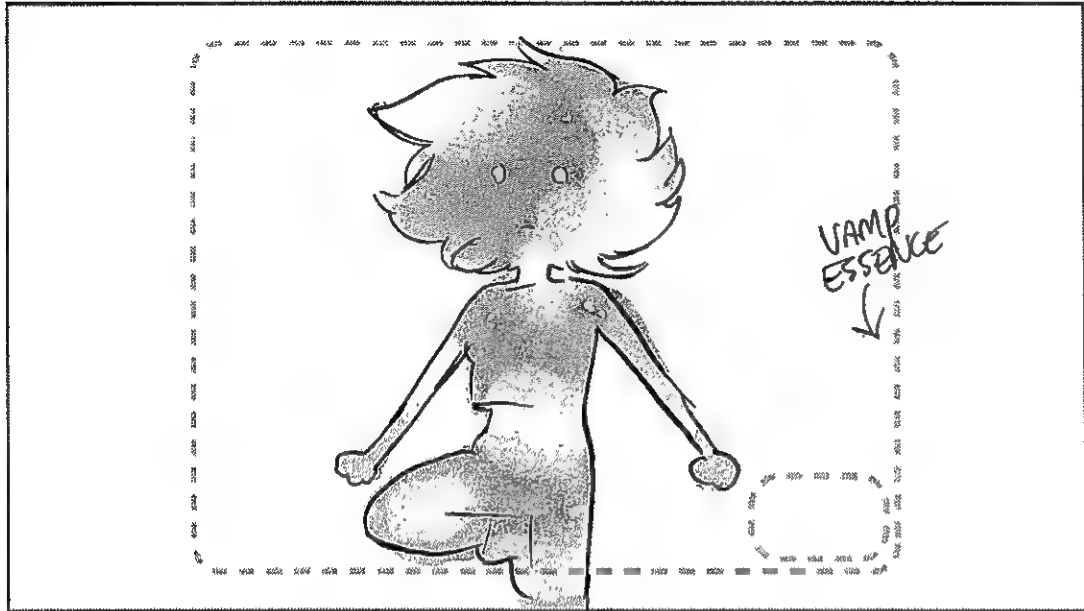
396

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ADVENTURE TIME



Sc. 145 Pnl. C Bg. day night Sc. Pnl. Bg. day night



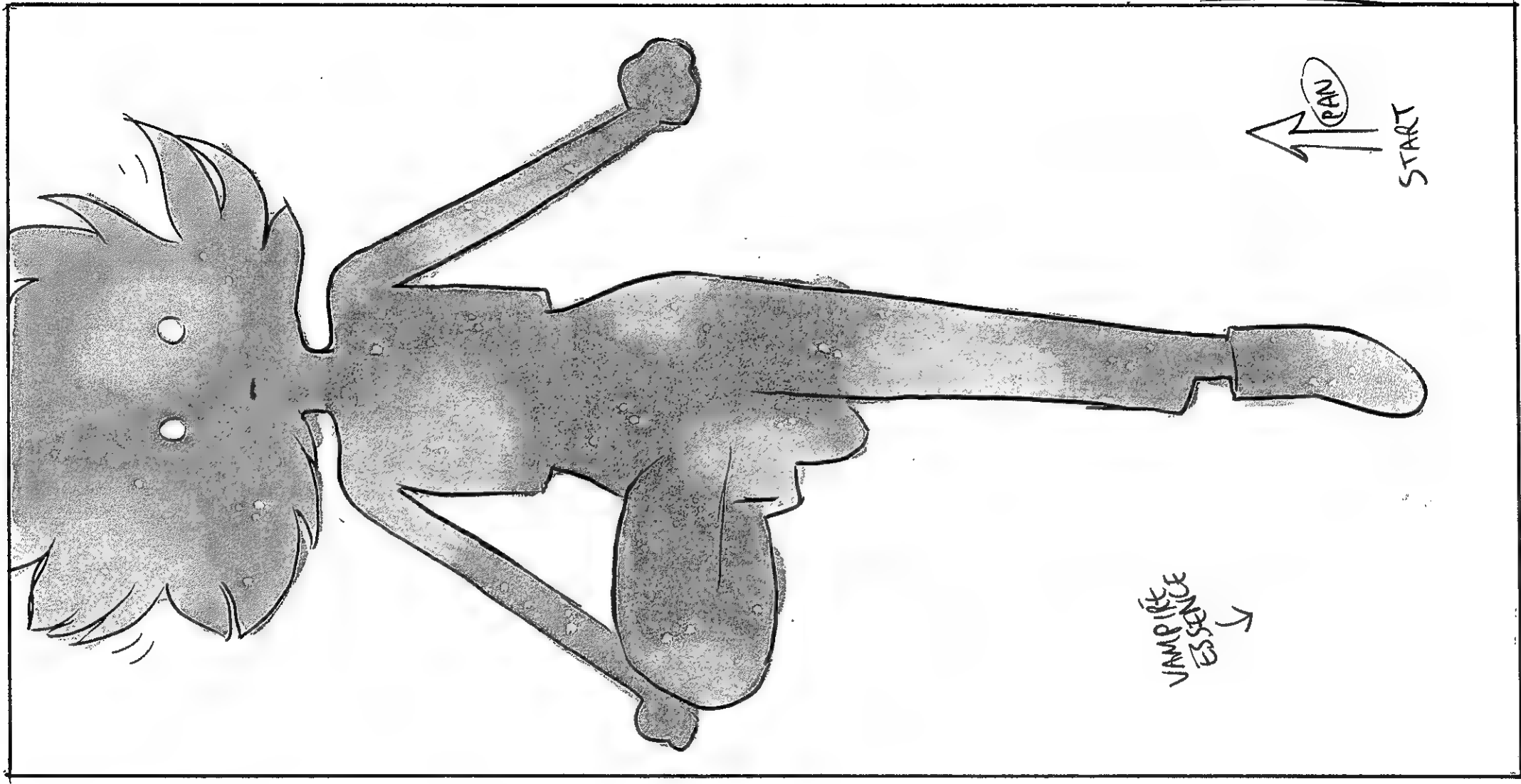
Dialog:
Action: - Marceline transforms into Energy
Timing:

397

398

EPISODE # 1034-219 Production :

sc. 146 Pl. A Bg.



399

400

-hair very gently moves

1034-219

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ADVENTURE TIME

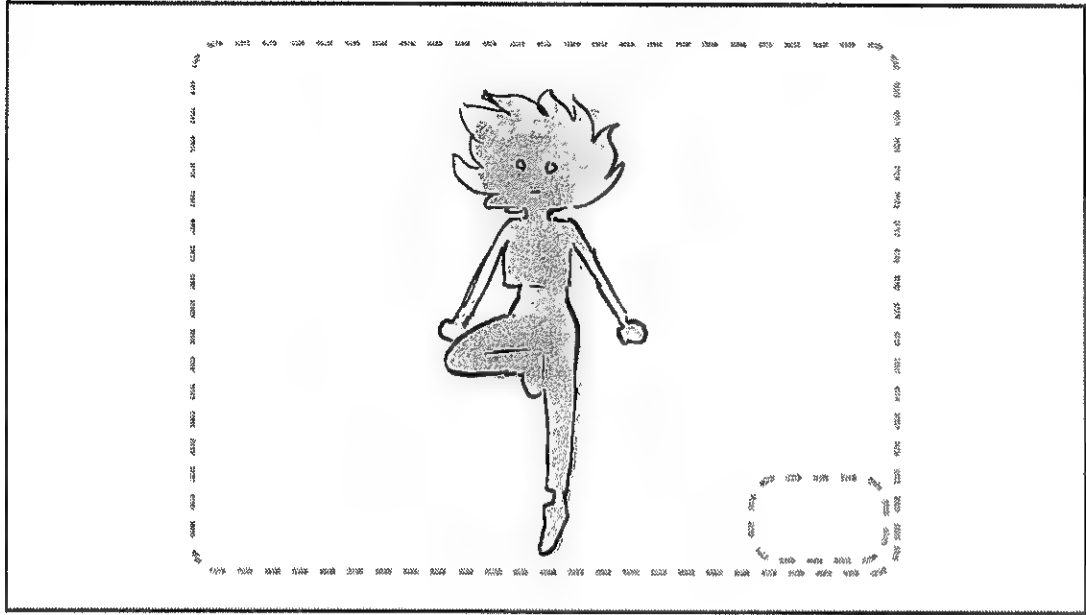


Sc. 147

Pnl. A

Bg.

day night

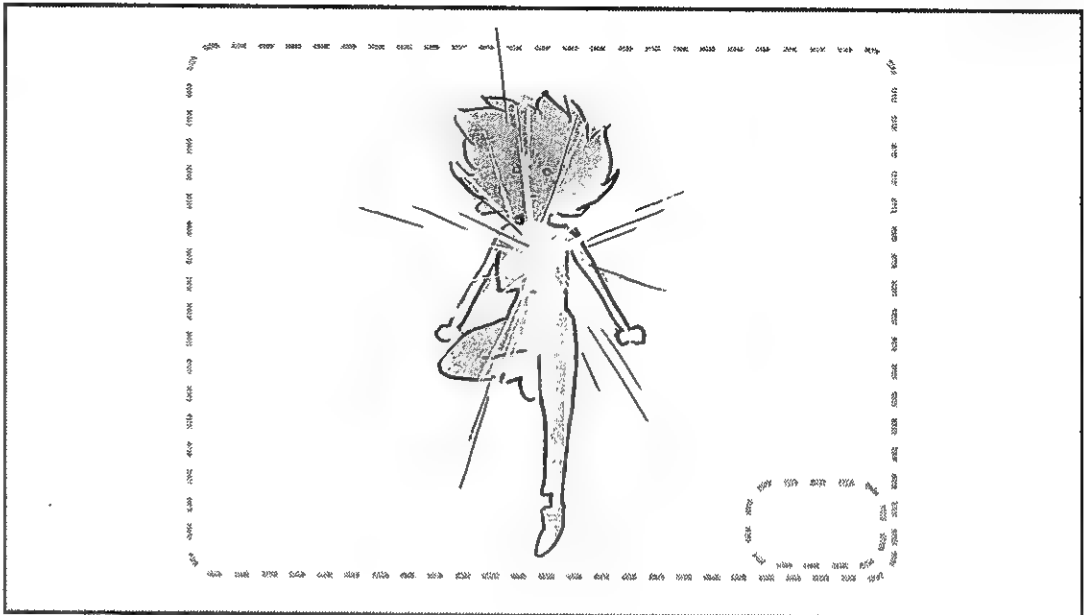


Sc. 147

Pnl. B

Bg.

day night



Dialog:	
Action:	- Marceline's heart radiates light/energy
Timing:	401 402

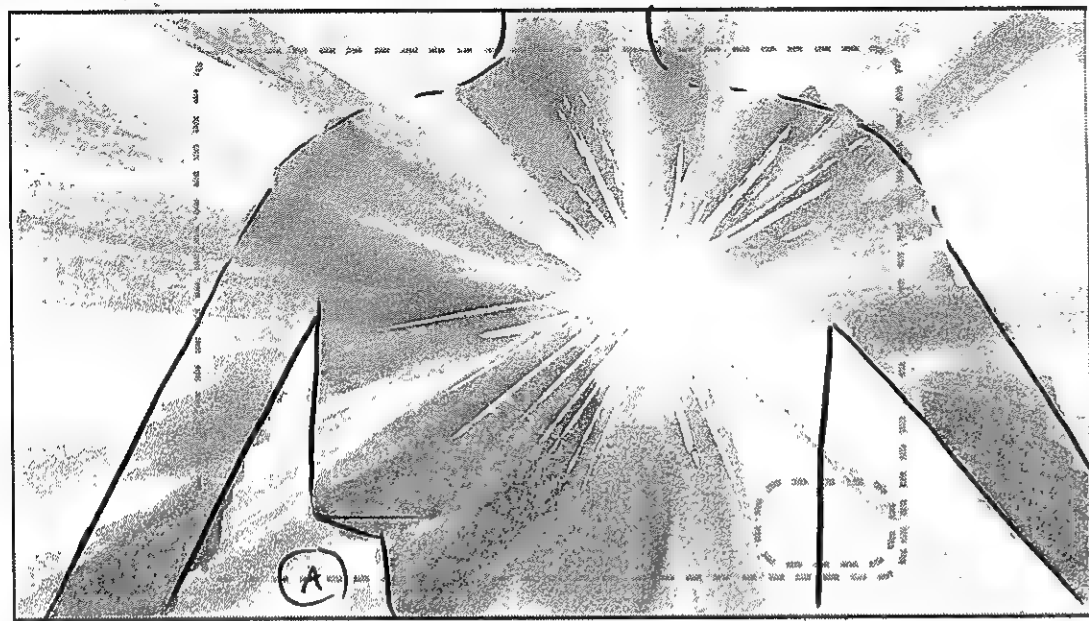
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ADVENTURE TIME

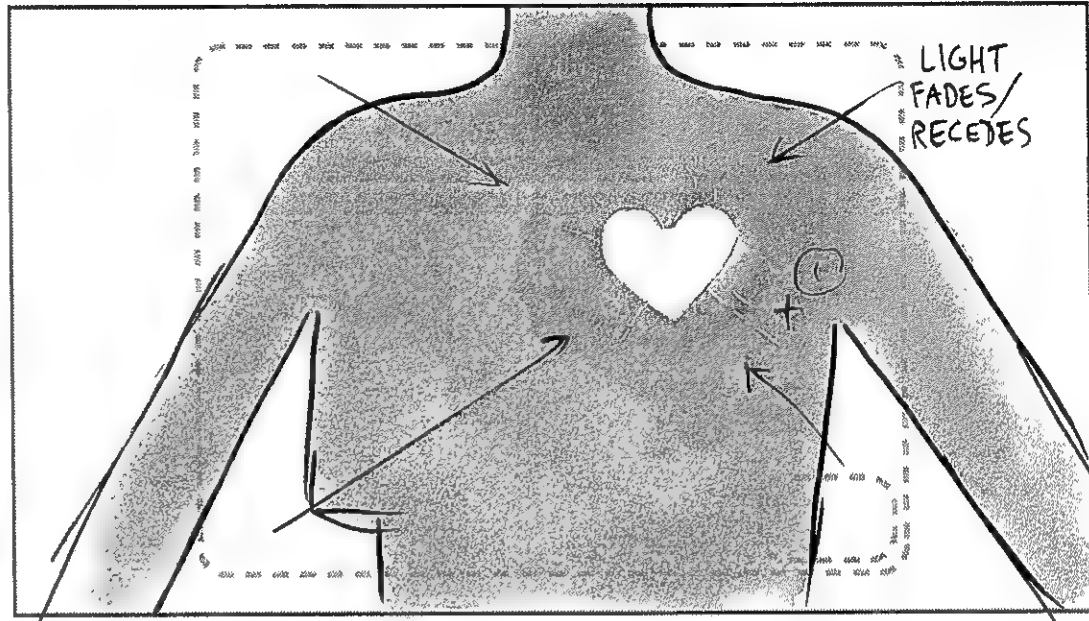


Page 202

Sc. 148 Pnl. A Bg. day night



Sc. 148 Pnl. B Bg. day night



Dialog:

Action: shirt shape sways very slow + gently throughout →

Timing: A, B, A etc.

(B)

Heart shape with circled 2 and a plus sign.

403

404

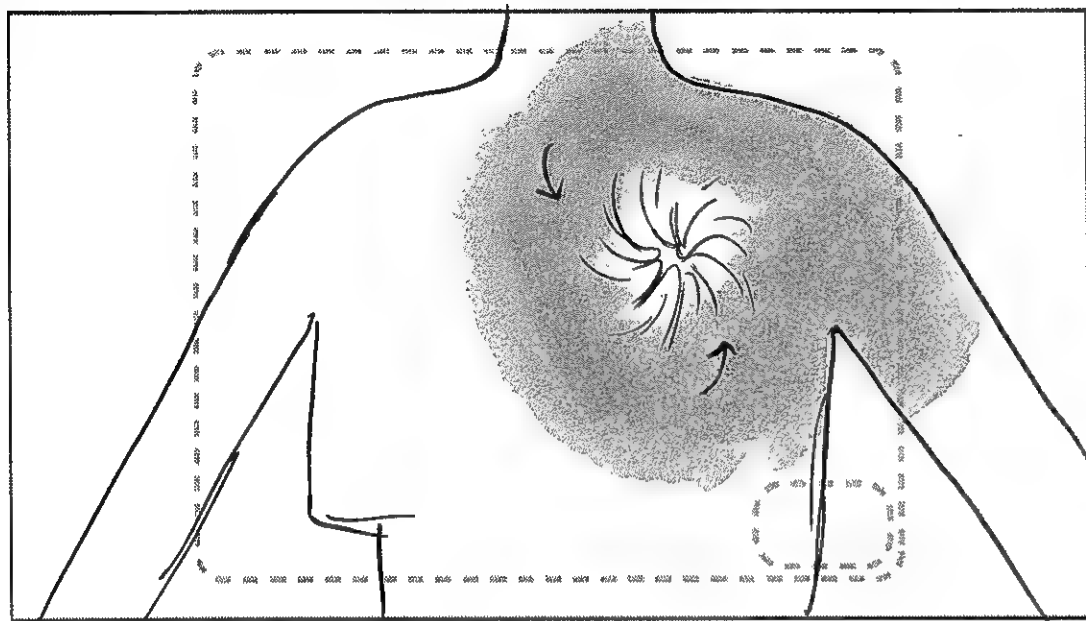
EPISODE # 1034-219

Production :

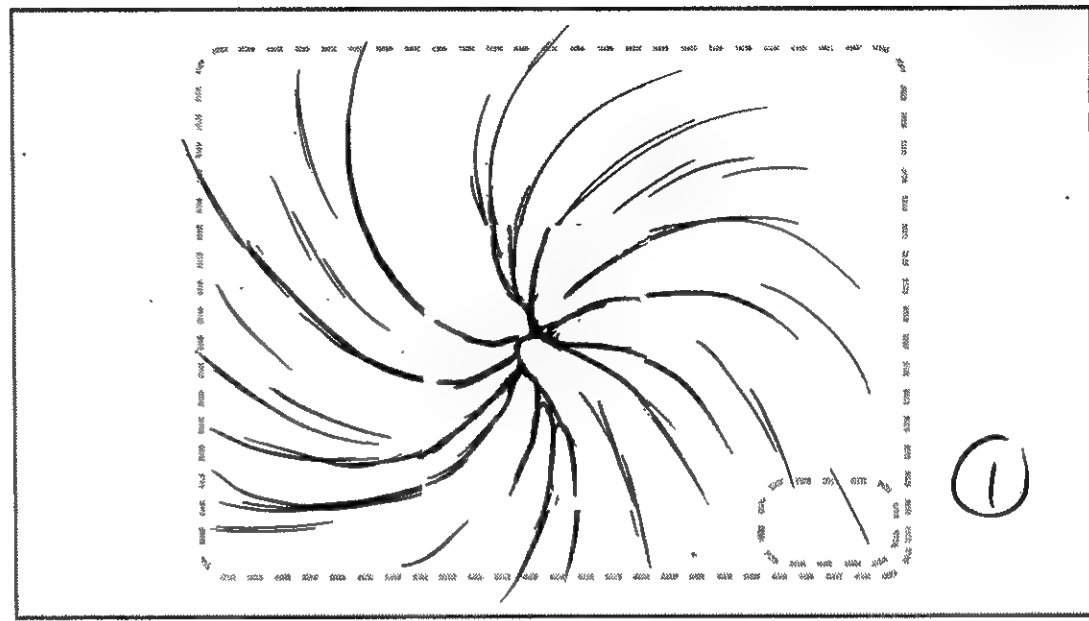
ADVENTURE TIME



Sc. 148 Pnl. C Bg. day night



Sc. 149 Pnl. A Bg. day night



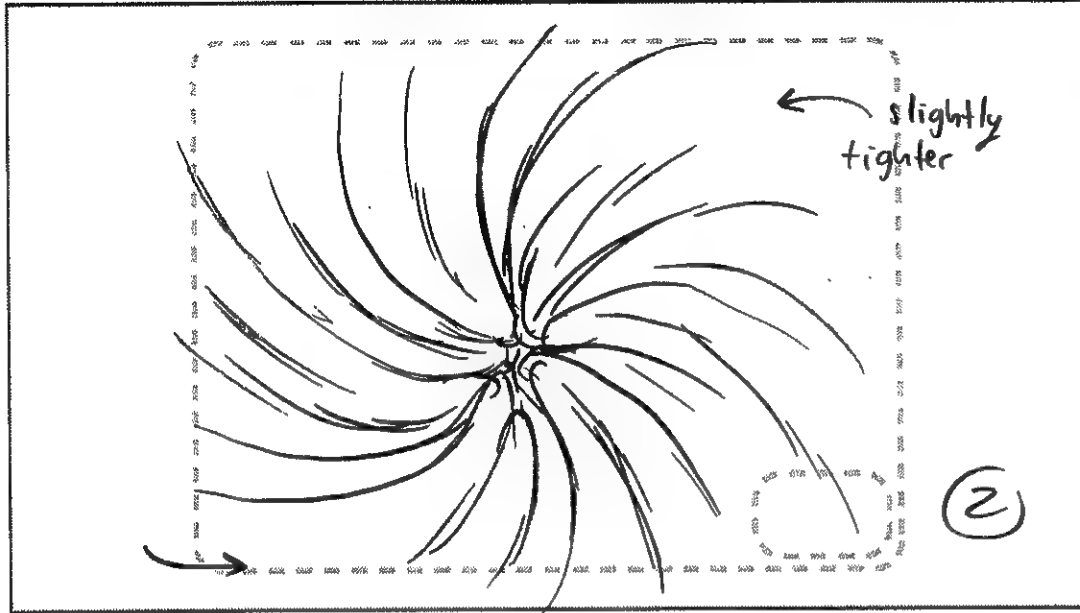
Dialog:	
Action: - Energy heart puckers/twists inward	
Timing:	
405	406

EPISODE # 1034-219
Production :

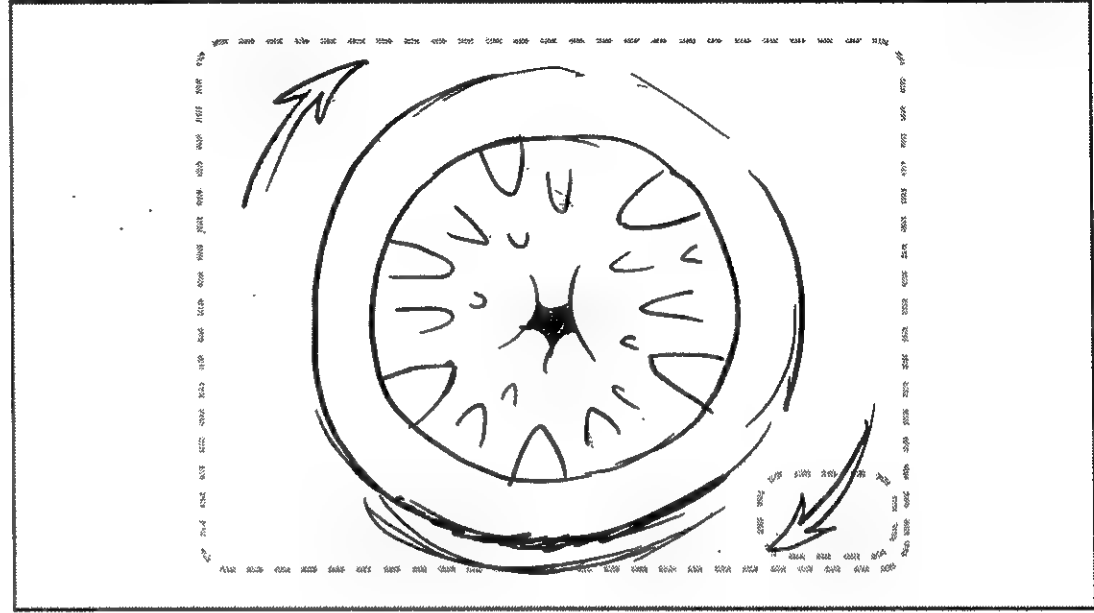
ADVENTURE TIME



Sc. 149 Pnl. B Bg. day night



Sc. 149 Pnl. C Bg. day night



Dialog:
Action: - Heart twists a bit tighter, then snaps back elastically into LAMPREY MOUTH
Timing:
407
408

1034-219
EPISODE #

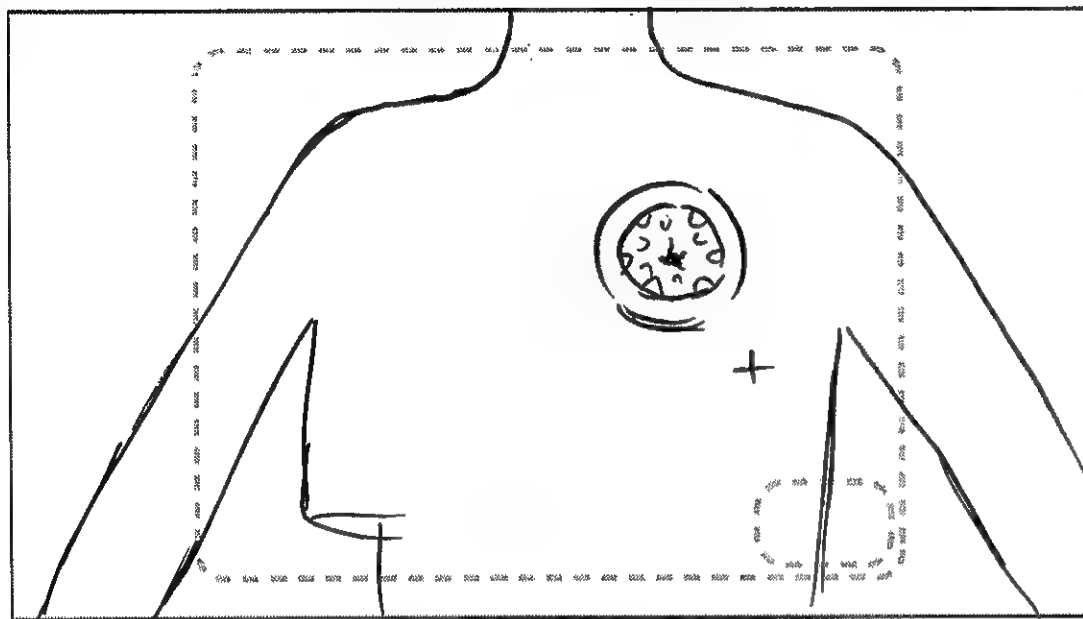
Production :

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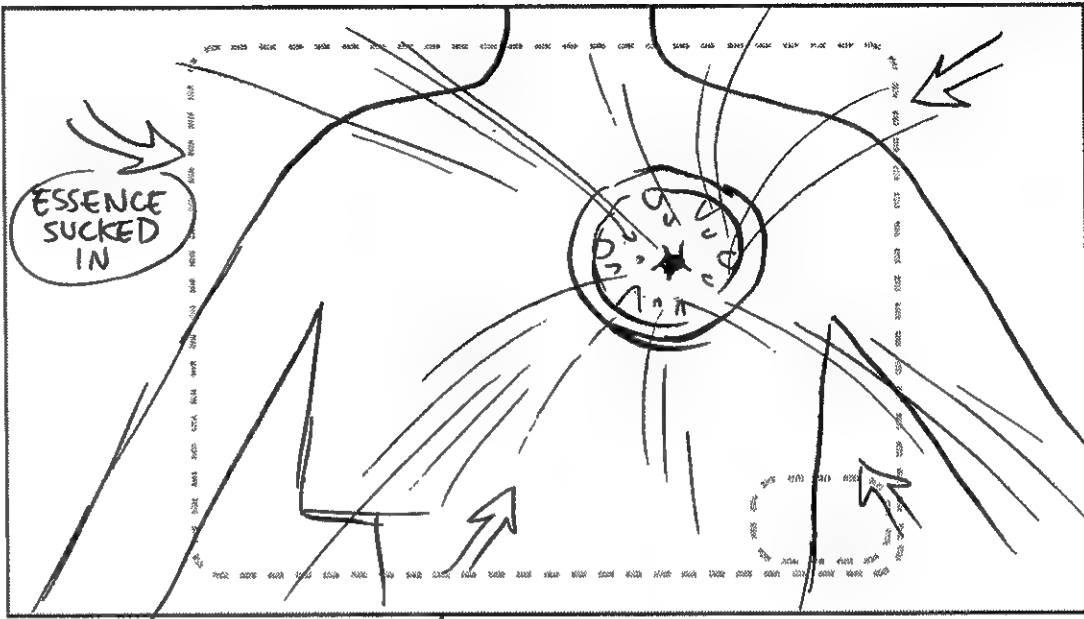
ADVENTURE TIME



Sc. 150 Pnl. A Bg. day night



Sc. 150 Pnl. B Bg. day night



Dialog:	MARCELINE'S HEART (CLORIS LEACHMAN?) * smacks lips twice * Oh... Oh boy... oh I'm famished... M'S HEART: *SUCKK!* *SUCKK!* *SUCKK!*
Action:	- LAMPREY MOUTH begins to suck in Vampire ESSENCE
Timing:	example dialogue mouth shape + 409 410

EPISODE # 1034-219 Production :

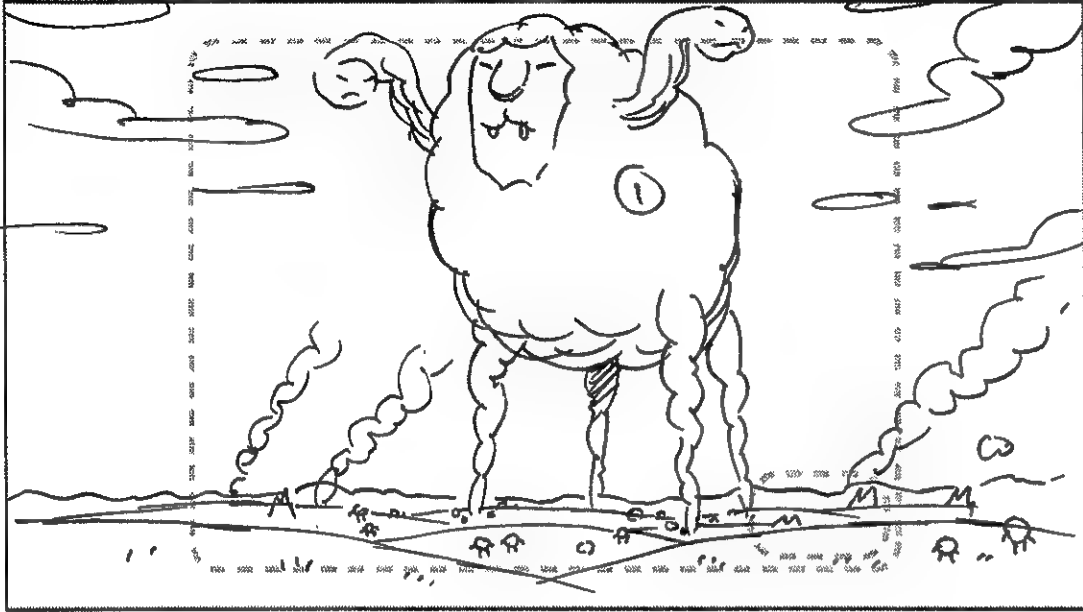
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ADVENTURE TIME

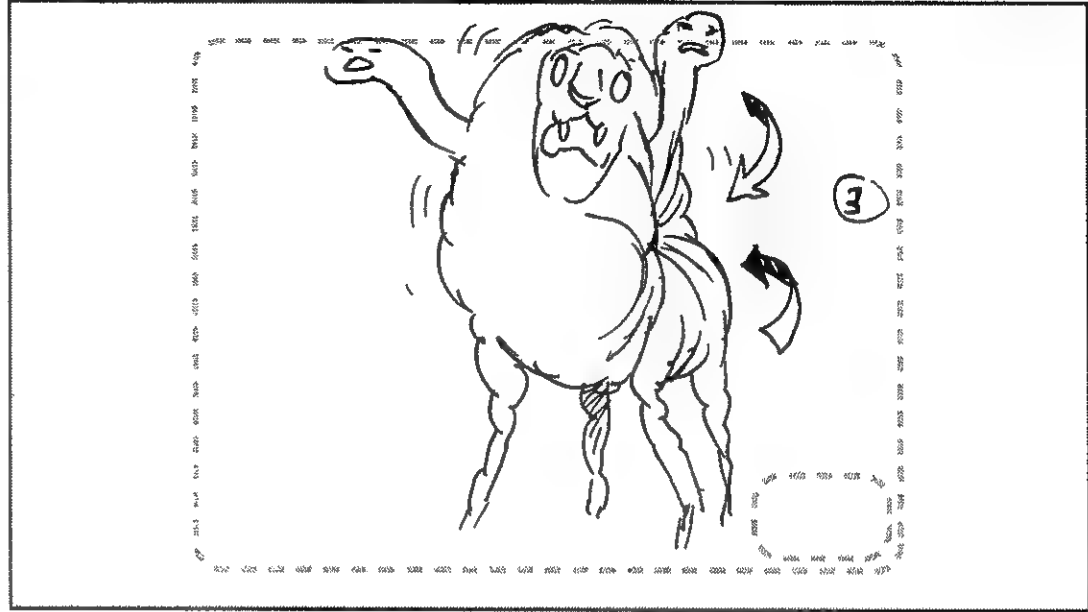


Page 206

Sc. 151 Pnl. A Bg. day night



Sc. 151 Pnl. B Bg. day night



Dialog:

Action:

Timing:



(ESSENCE) * ROAR! / SQUEAL! *

SFX: Suckkk

- Essence is sucked in via sudden jolts, from ② to ③, ③ to ④

Vibrating all along

- EELS lash about & struggle (④)



4/1

4/2

EPISODE # 1034-219

Production :

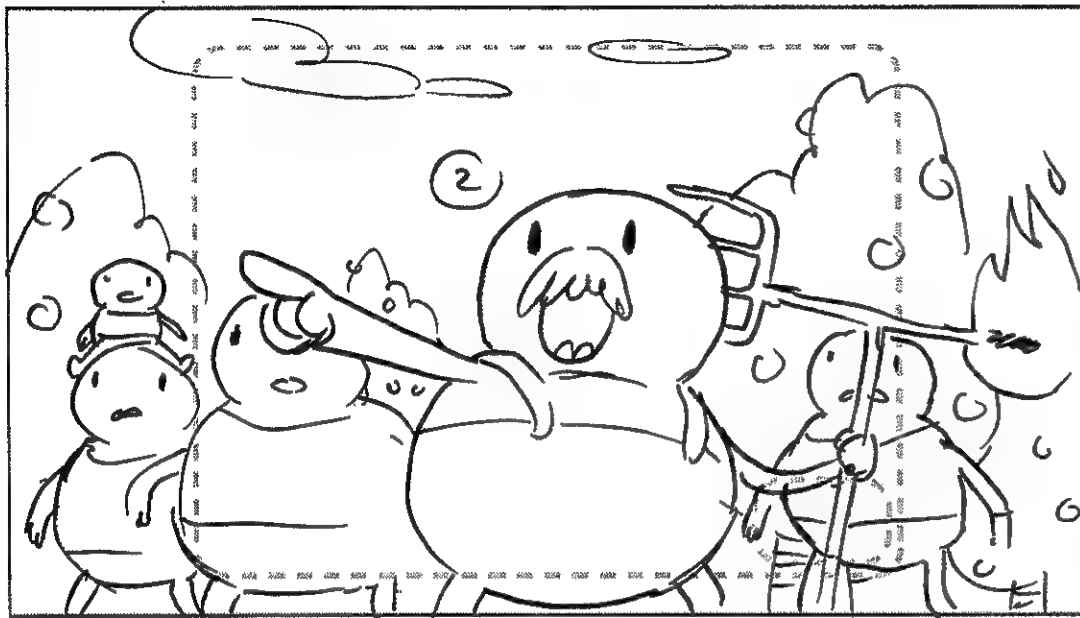
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ADVENTURE TIME



Page 207

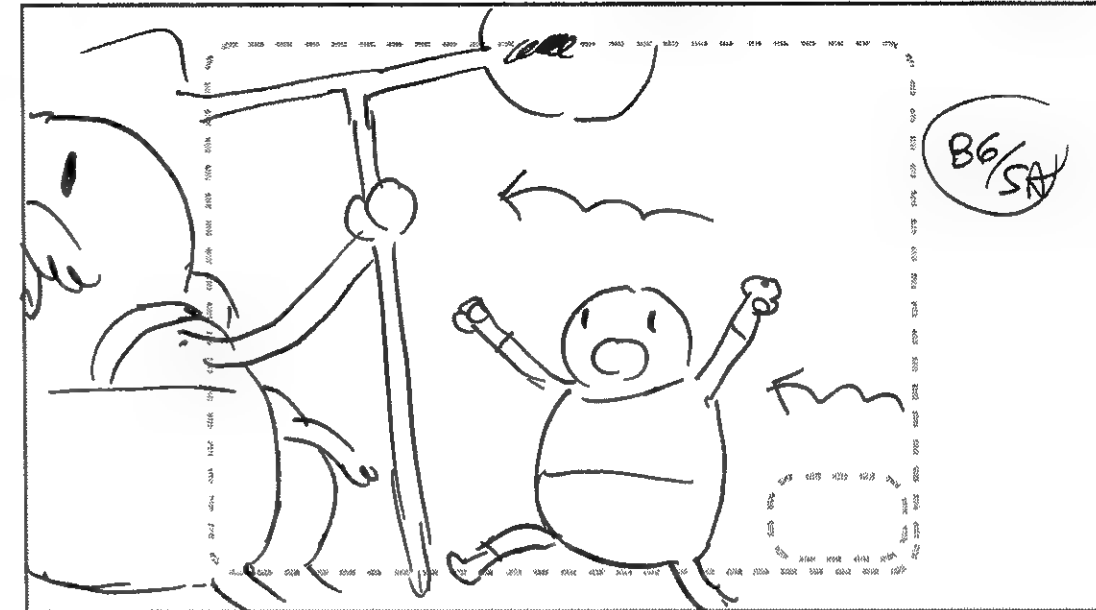
Sc. 152 Pnl. A Bg. day night



Dialog:
(CD) THE BEAST WEAKENS!
Action:
Timing:
413



Sc. 152 Pnl. B Bg. day night



(CD) ALL TOGETHER NOW!
(FARMERS) *cheering/warcry walk begins*
Production :
414

EPISODE #

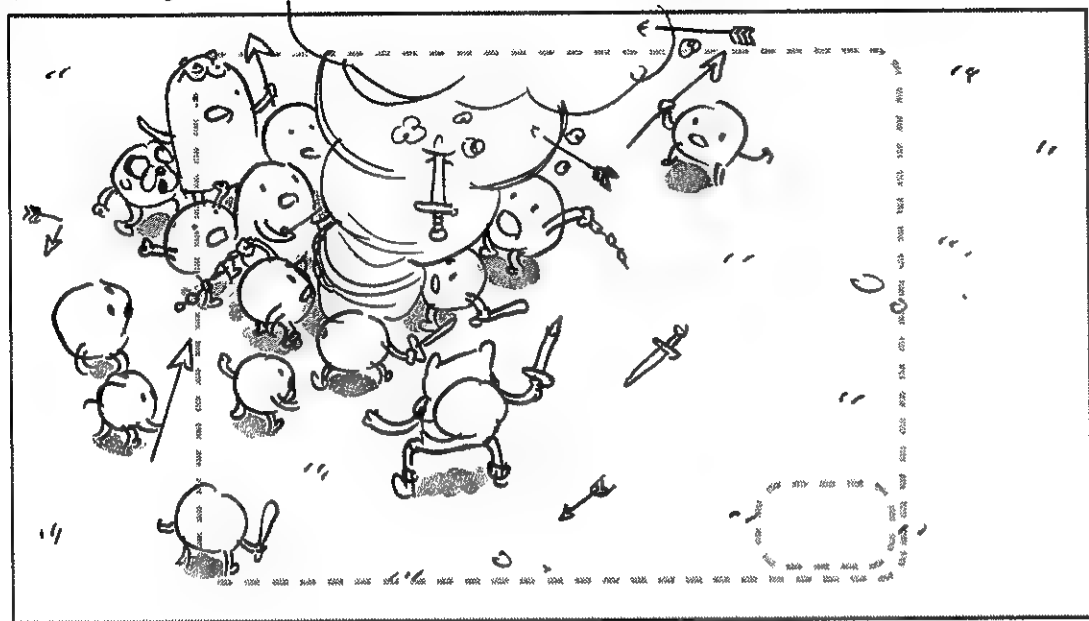
1034-219

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ADVENTURE TIME



Sc. 153 Pnl. A Bg. day night

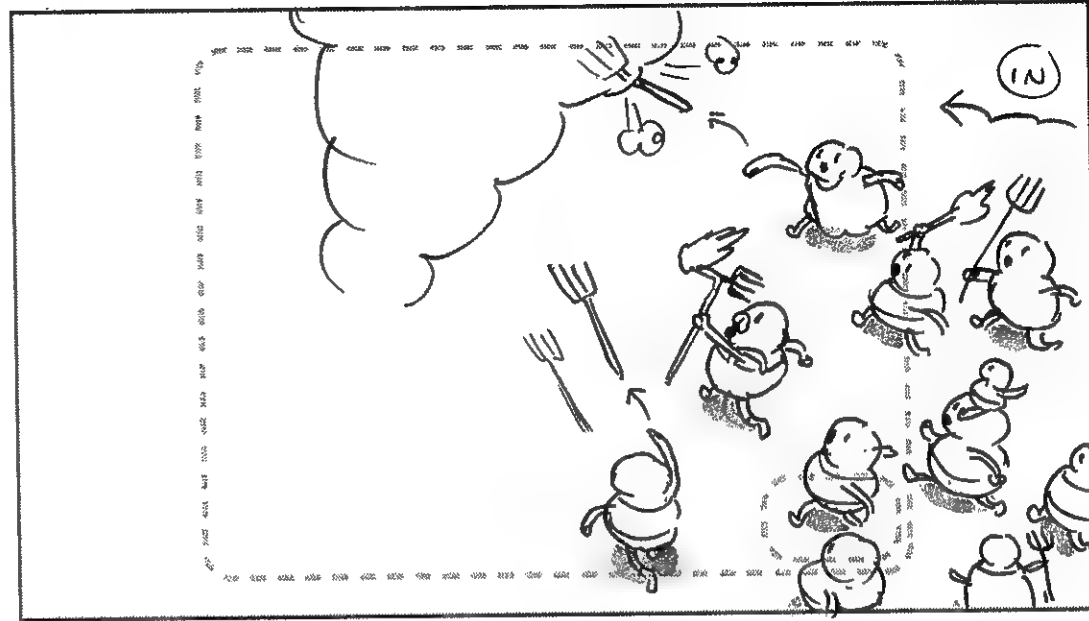


Dialog: * CANDY PERSON FIGHTING * WALLA

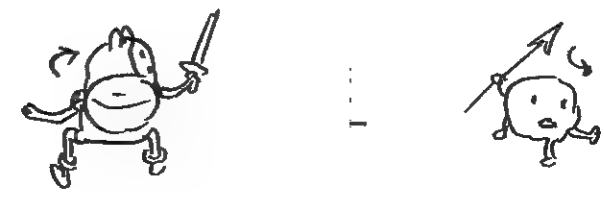
Action: - fighting cycles for candy people

Timing: 4/5

Sc. 153 Pnl. B Bg. day night



CANDY PERSON WALLA + * FARMER FIGHTING WALLA *



4/6

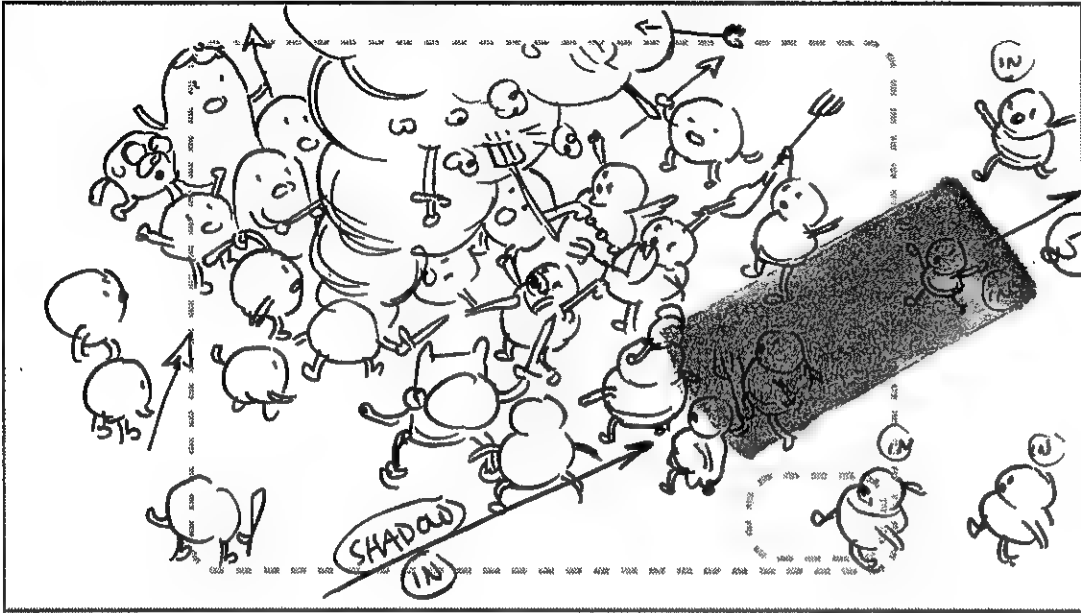
EPISODE # 1034-219 Production :

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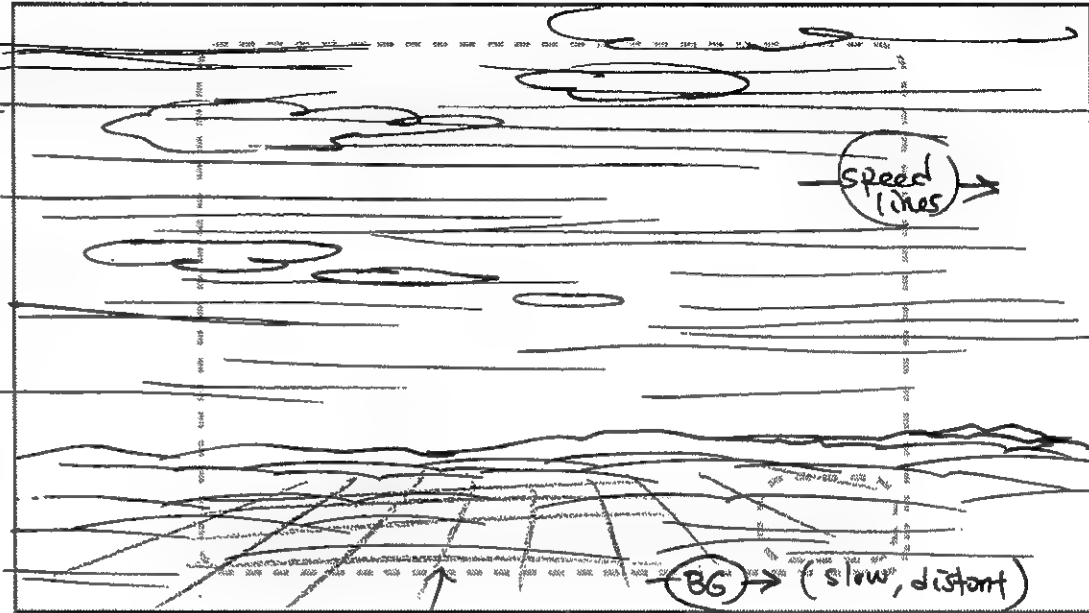
ADVENTURE TIME





Sc. 153 Pnl. C Bg. day night



Sc. 154 Pnl. A Bg. day night



Dialog:	* FIGHTING WALLA *	
Action:	 	
Timing:	417	418

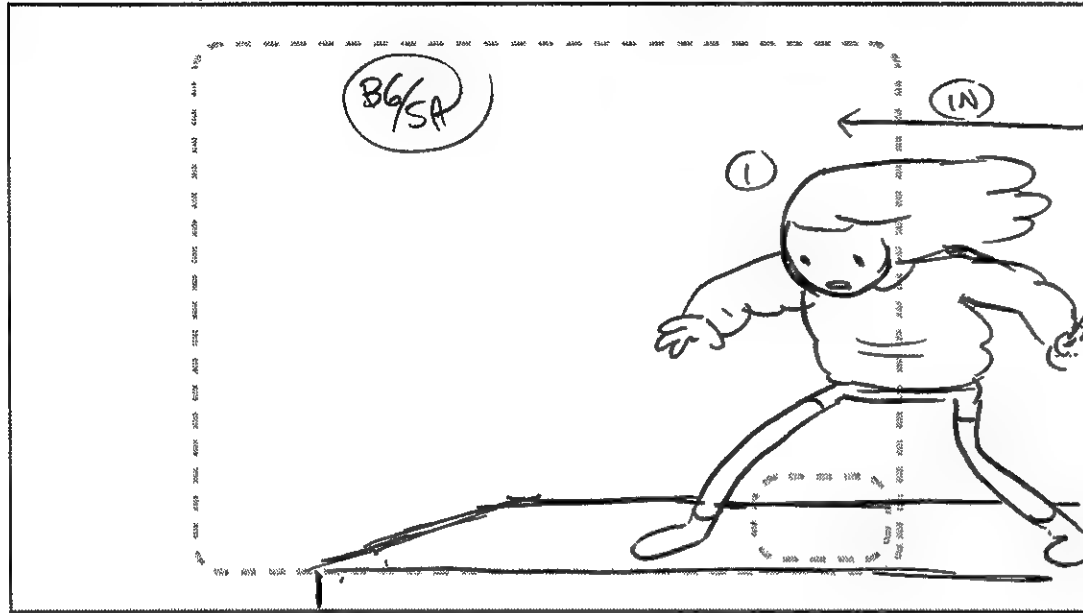
soft, foreground
translucent
blurry clouds
pass super
fast across
frame

EPISODE # 1034-219
Production :

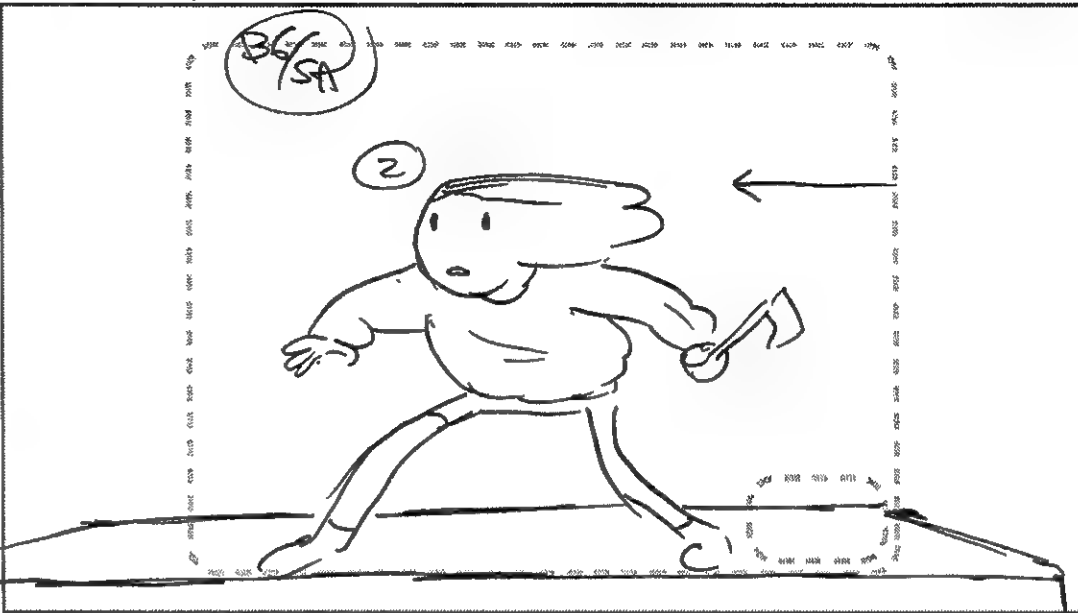
ADVENTURE TIME




Sc. 154 Pnl. B Bg. day night



Sc. 154 Pnl. C Bg. day night



Dialog:

Action: — PB moves IN to ① then to ②, all in one smooth slow motion.
—  misty clouds pass over PB

Timing:

419 420

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ADVENTURE TIME



Sc. 155 Pnl. A Bg. day night

* see next pnl. for this layer

← speed-lines

Sc. Pnl. Bg. day night

X out

Dialog:

Action:

marceline position

①

②

Timing:

421

422

EPISODE # 1034-219 Production :

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ADVENTURE TIME



Page 212

Sc.

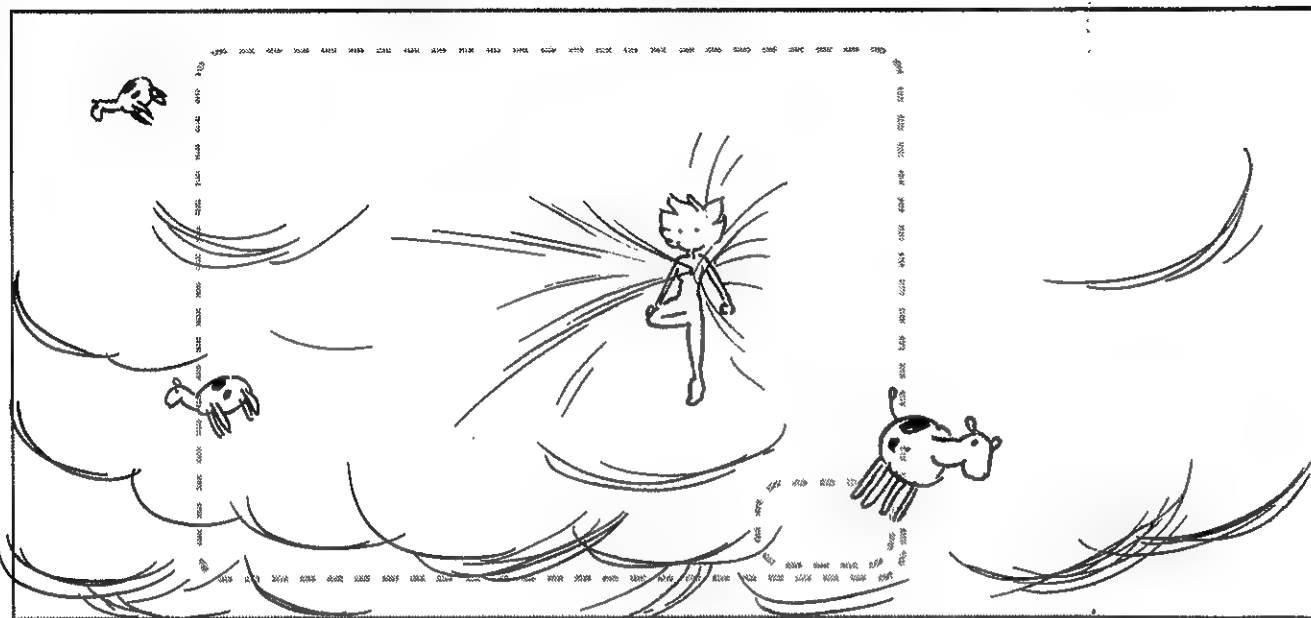
155

Pnl.

(10yer)

Bg.

day night



Dialog:

Action:

Timing:

423

424

EPISODE # 1034-219

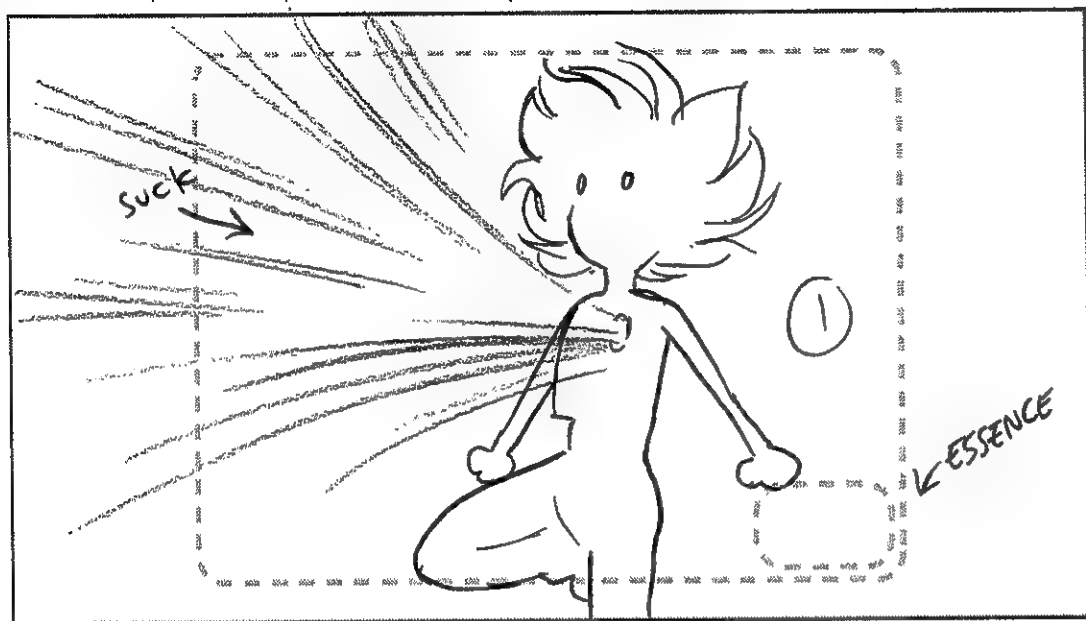
Production :

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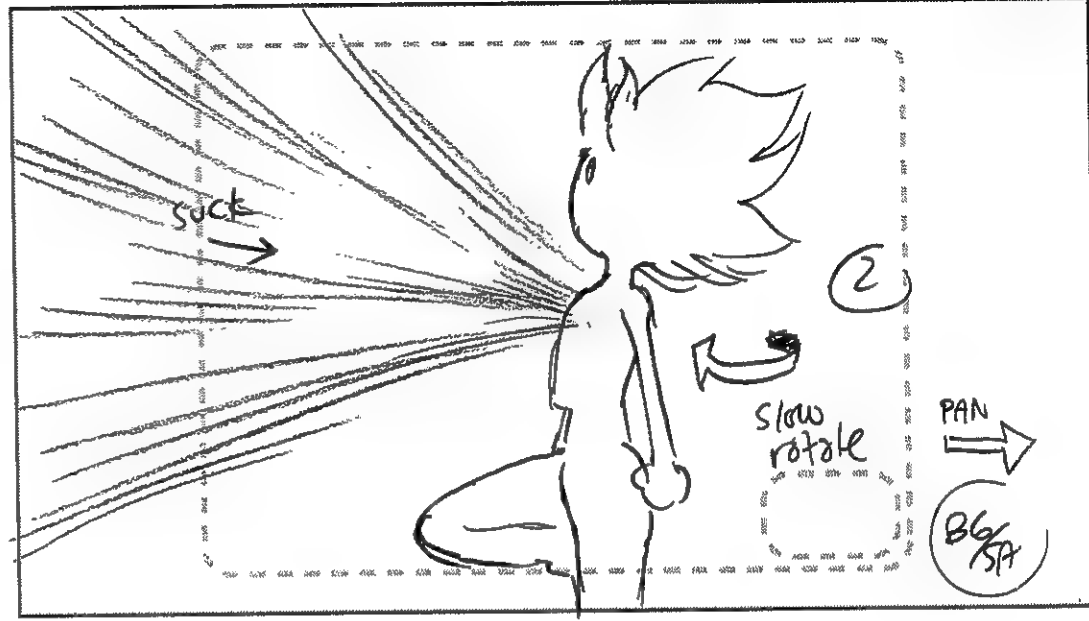
ADVENTURE TIME



Sc. 156 Pnl. A Bg. day night



Sc. 156 Pnl. B Bg. day night



Dialog:
Action: - Marceline slowly rotates, bg slow pans - simulate PB's POV
Timing:

425

426

EPISODE # 1034-219
Production :

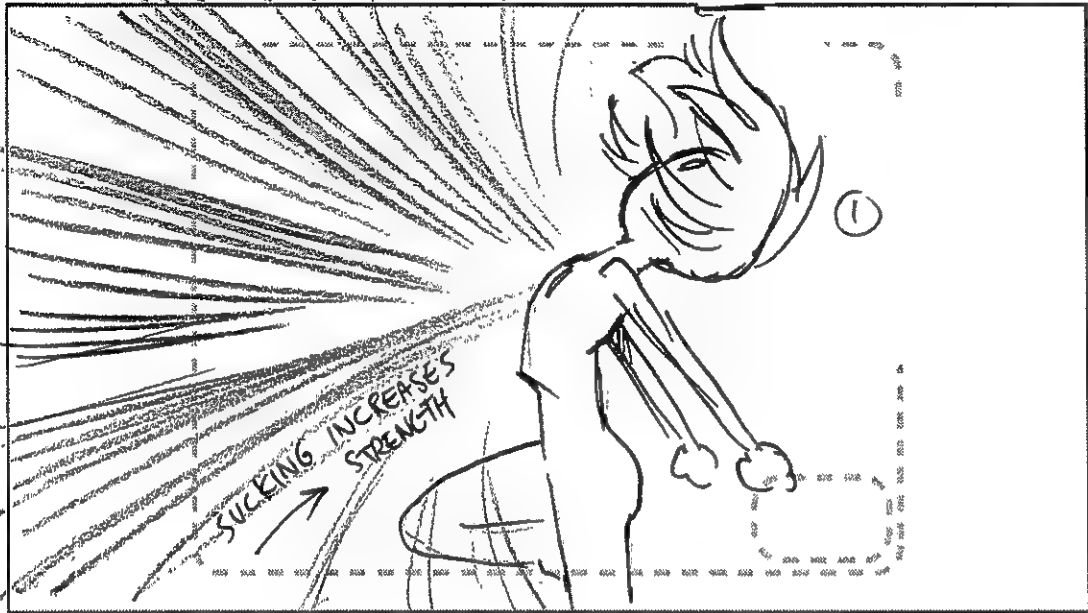
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ADVENTURE TIME

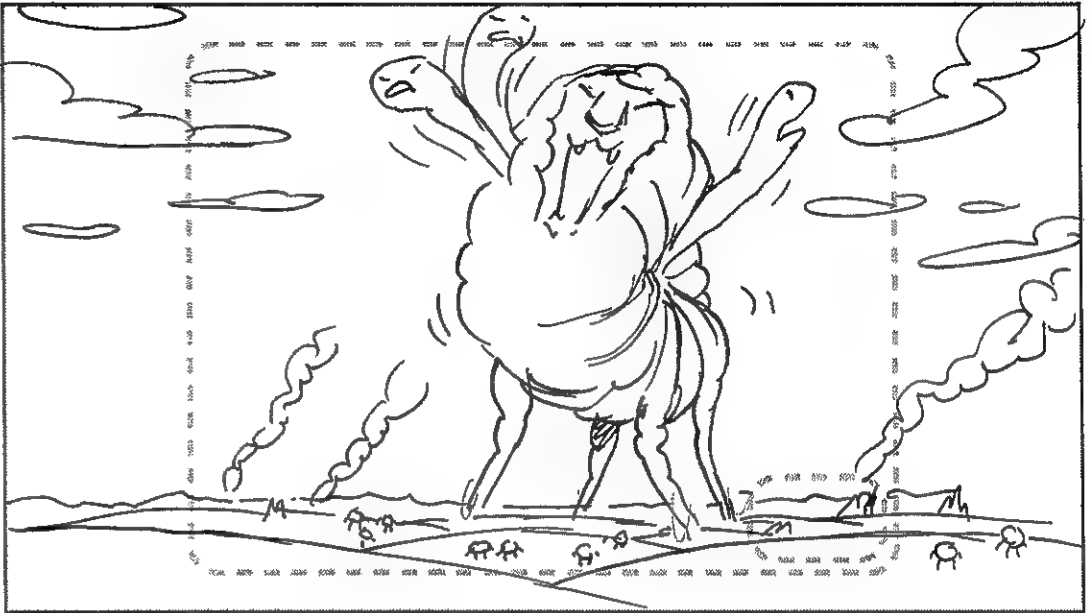


Page 214

Sc. 156 Pnl. C Br day night



Sc. 157 Pnl. A Bg. day night



Dialog:	
Action: Antic 1 2 ← →	② - Marceline rears back, sucking intensifies
Timing:	
427	428

EPISODE # 1034-219 Production :

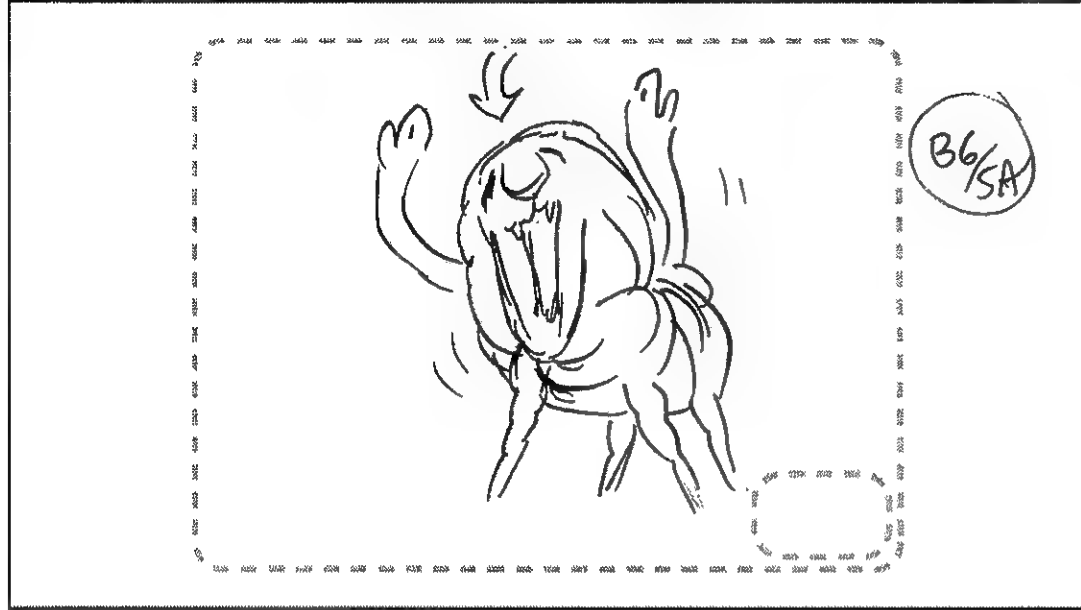
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ADVENTURE TIME

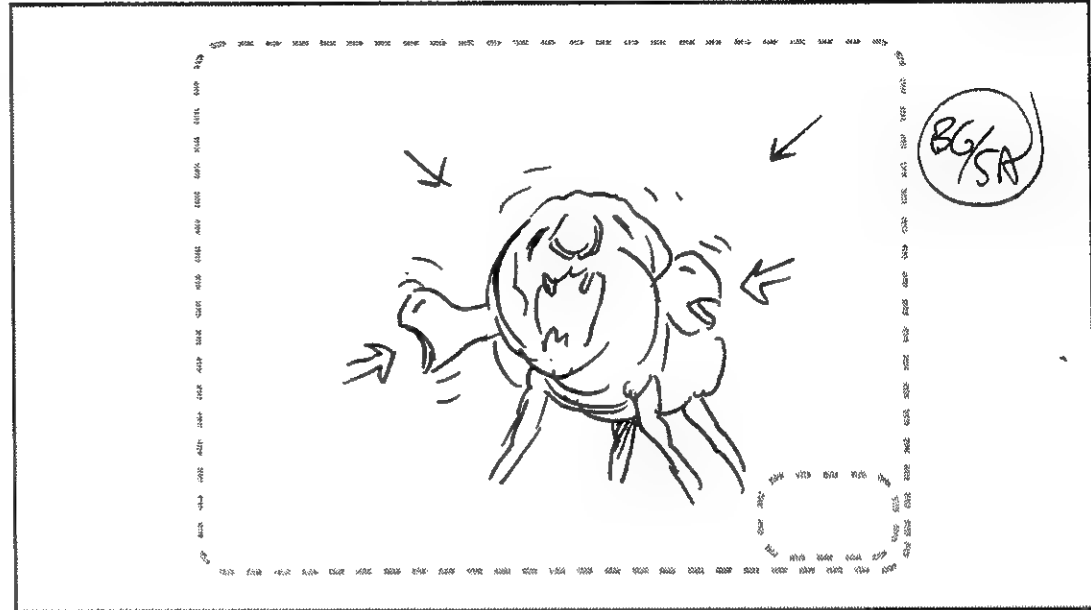


Page 215

Sc. 157 Pnl. B Bg. day night



Sc. 157 Pnl. C Bg. day night



Dialog:

ESSENCE *screeching & roaring*

Action:



429

- Essence is sucked inward, jolt by jolt



430

Timing:

EPISODE #

1034-219

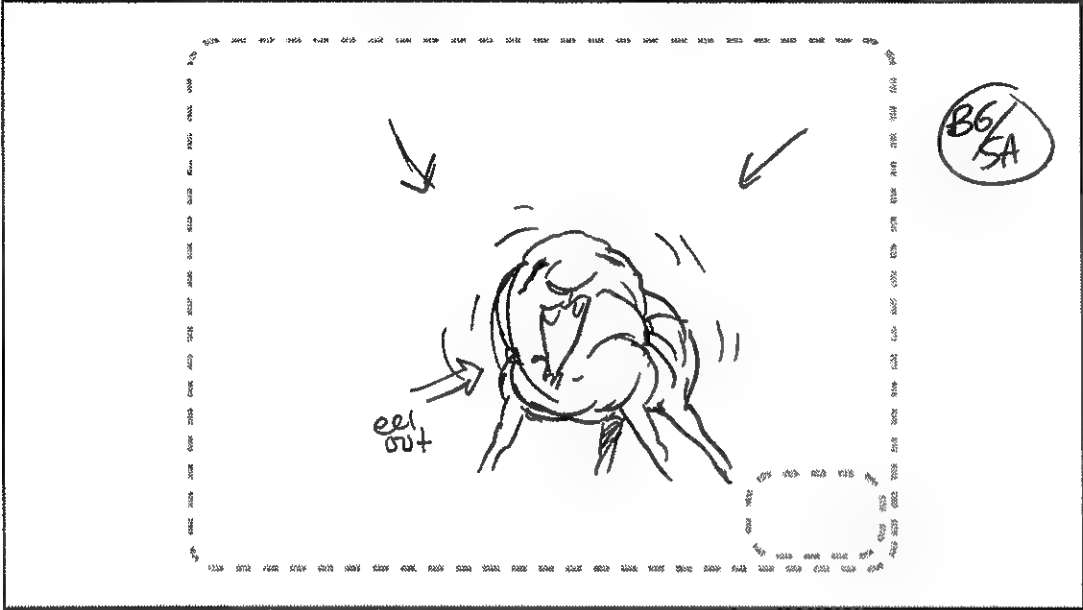
Production :

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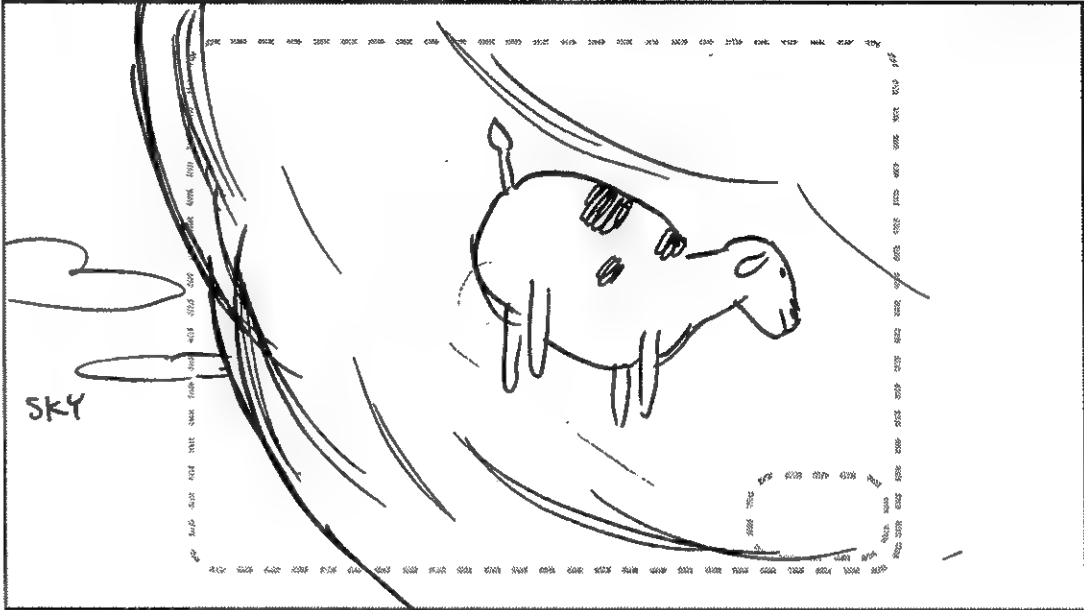
ADVENTURE TIME



Sc. 157 Pnl. D Bg. day night



Sc. 158 Pnl. A Bg. day night



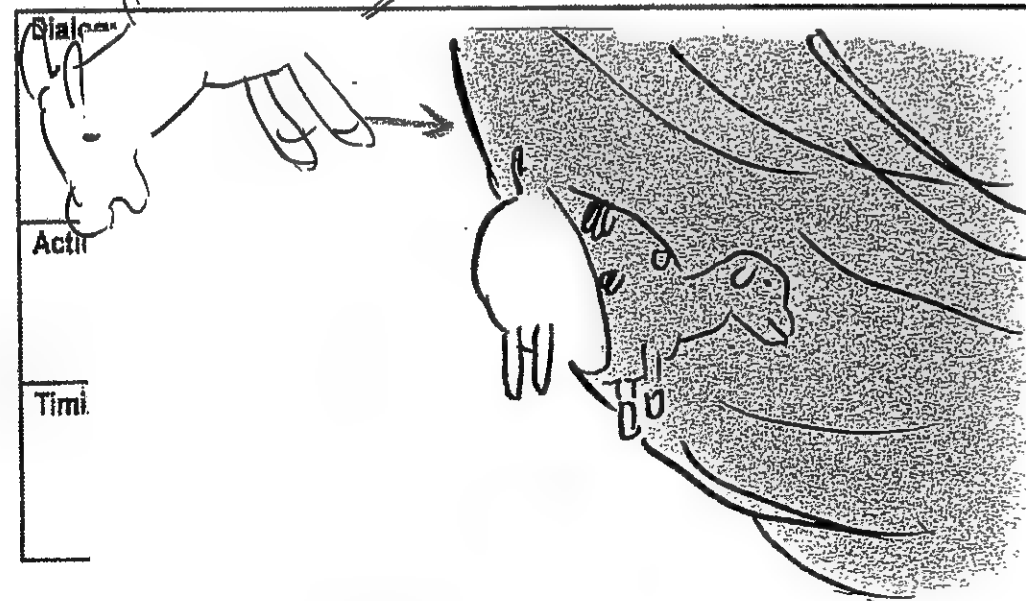
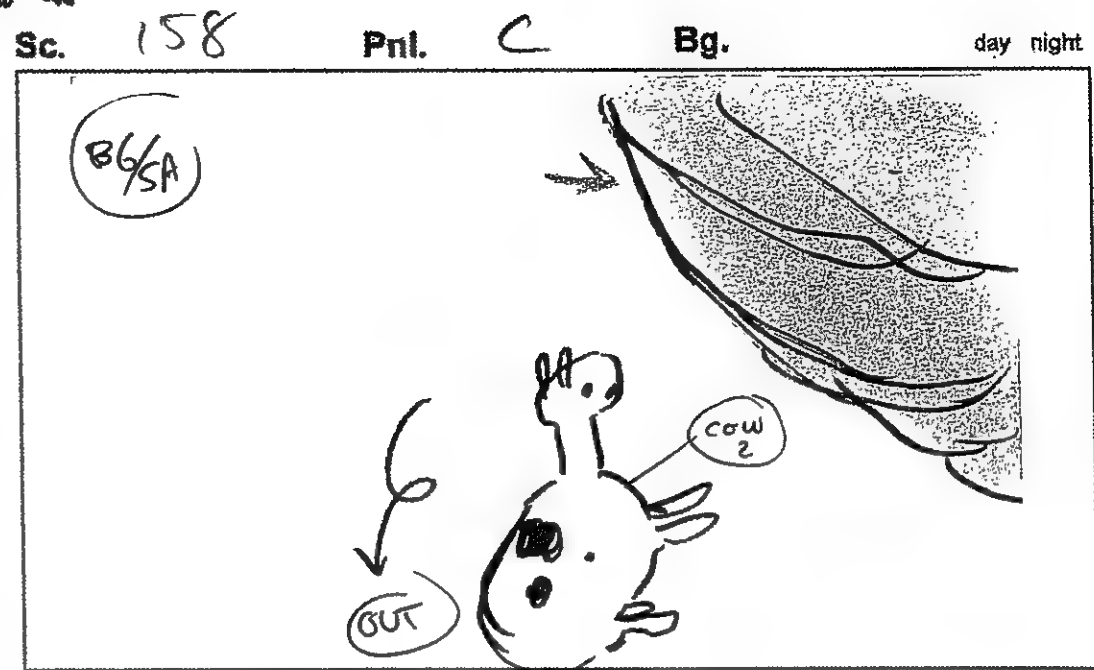
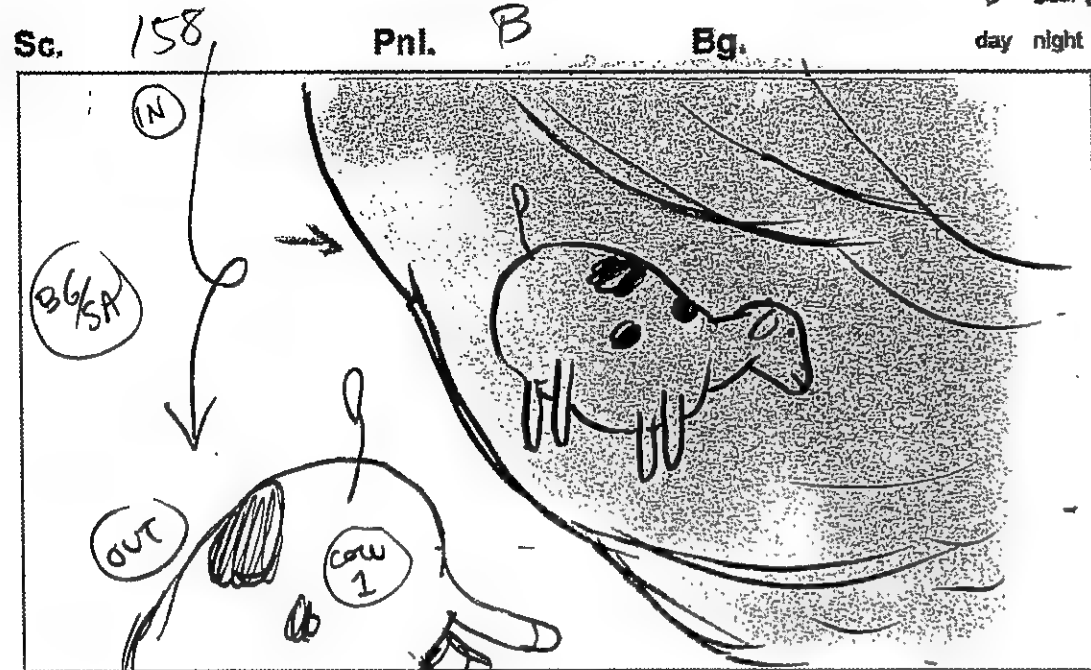
Dialog:
Action:
Timing: <div>431</div> <div>432</div>

EPISODE # 1034-219
Production :

ADVENTURE TIME



Page 217



A. cow1 whooooo...

B. cow2 whoops

-cows tumble down after being dropped from withdrawing Essence

433

434

1034-219

EPISODE #

Production :

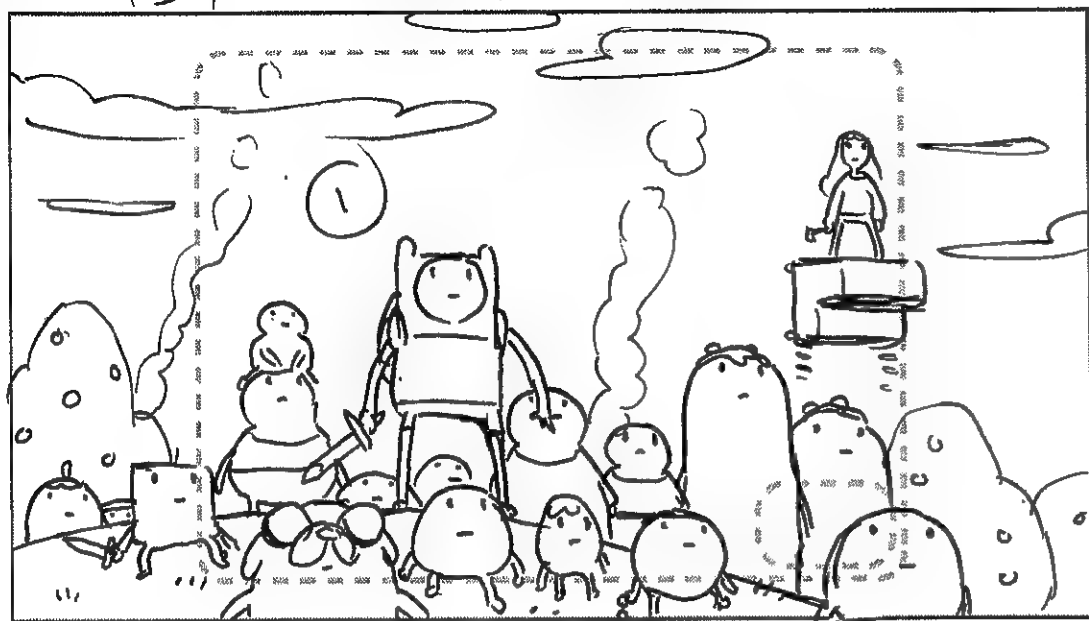
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ADVENTURE TIME

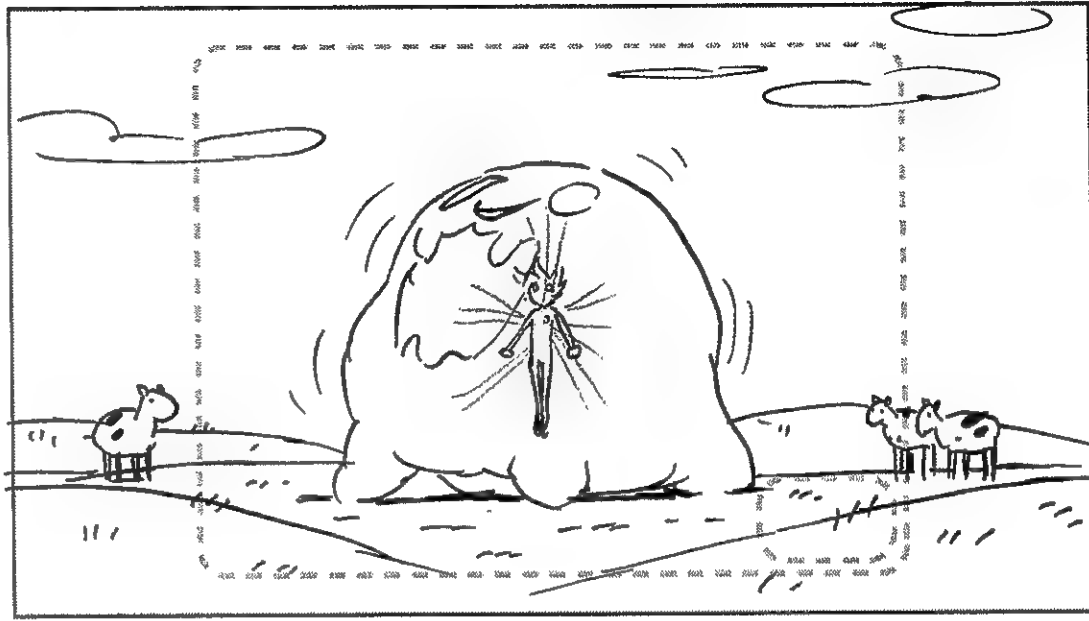


Page 218

Sc. 159 Pnl. A Bg. day night



Sc. 160 Pnl. A Bg. day night



Dialog	ESSENCE: *screaching + roaring* →
-Eyes all track slowly down 2	
Actio	
Timor	

435 436

EPISODE# 1034-219

ADVENTURE TIME

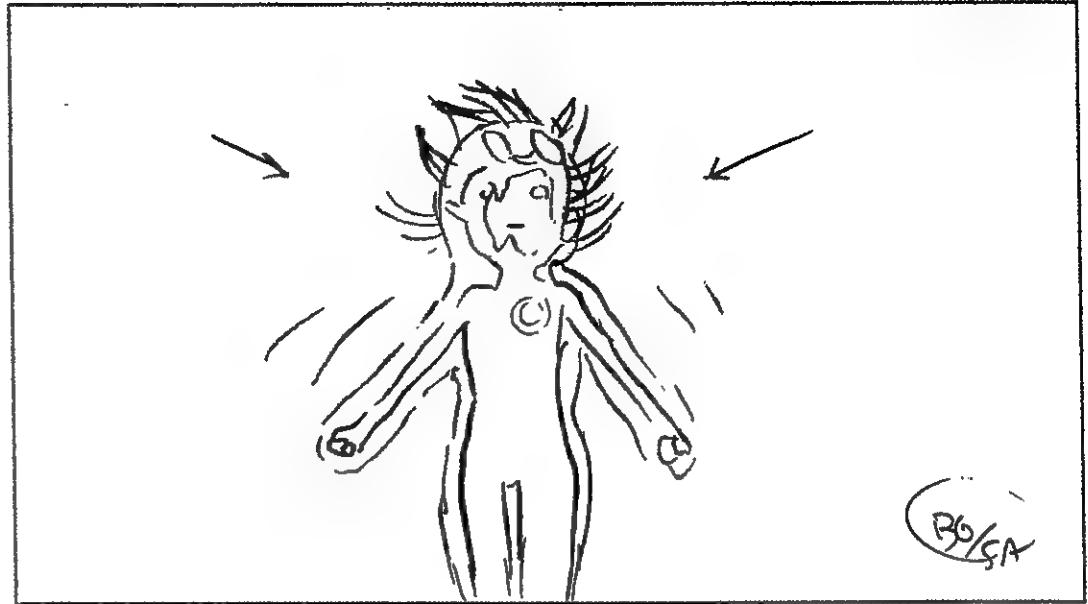


Page 219

Sc. 161 Pnl. A Bg. day night



Sc. 161 Pnl. B Bg. day night



Dialog:

(ESSENCE) * screeching & roaring * cont.

Action:

- Essence shrinks until he conforms to Marceline's shape.

Timing:



(marceline's hair starts to protrude through the Essence)

437

438

1034-219

EPISODE #

Production :

ADVENTURE TIME



Page 220

Sc. 162 Pnl. A Bg. day night



Sc. 162 Pnl. B Bg. day night



Dialog:

ESSENCE: *screeching* (getting higher pitched?)

Action:

- Essence shrinks so much that he no longer contains Marceline, she contains him.

Timing:

439

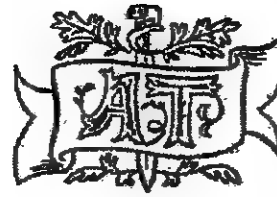
440

1034-219

EPISODE #

Production :

ADVENTURE TIME

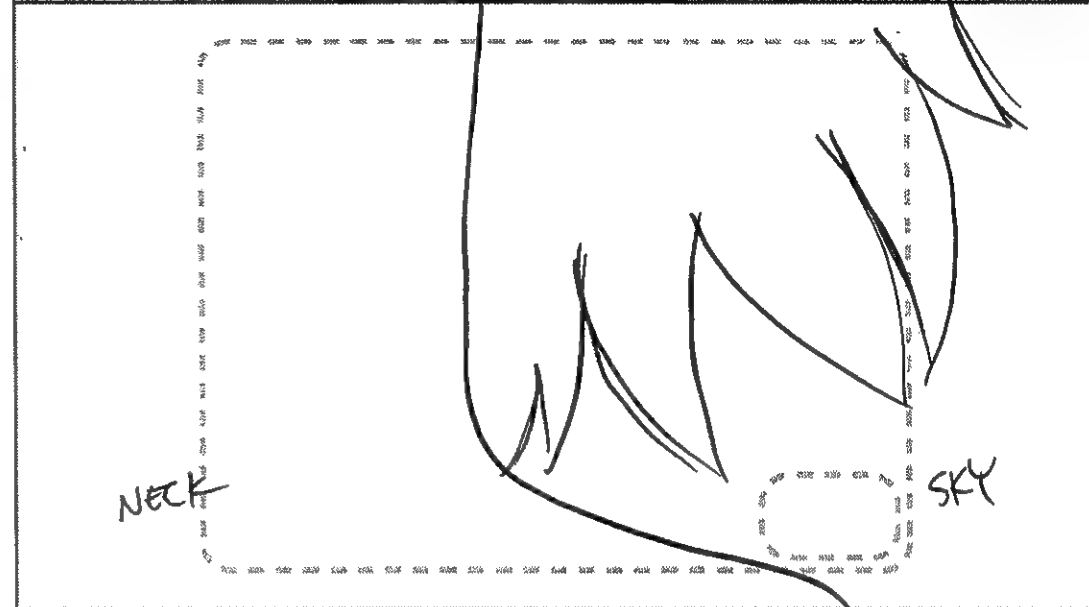


Page 221

Sc. 162 Pnl. C Bg. day night



Sc. 163 Pnl. A Bg. day night



Dialog:

Action:

Timing:



①- Essence is slowly, violently, thrashingly sucked into LAMPREY MOUTH

②- Essence rears back to bite

441

442

EPISODE # 1034-219

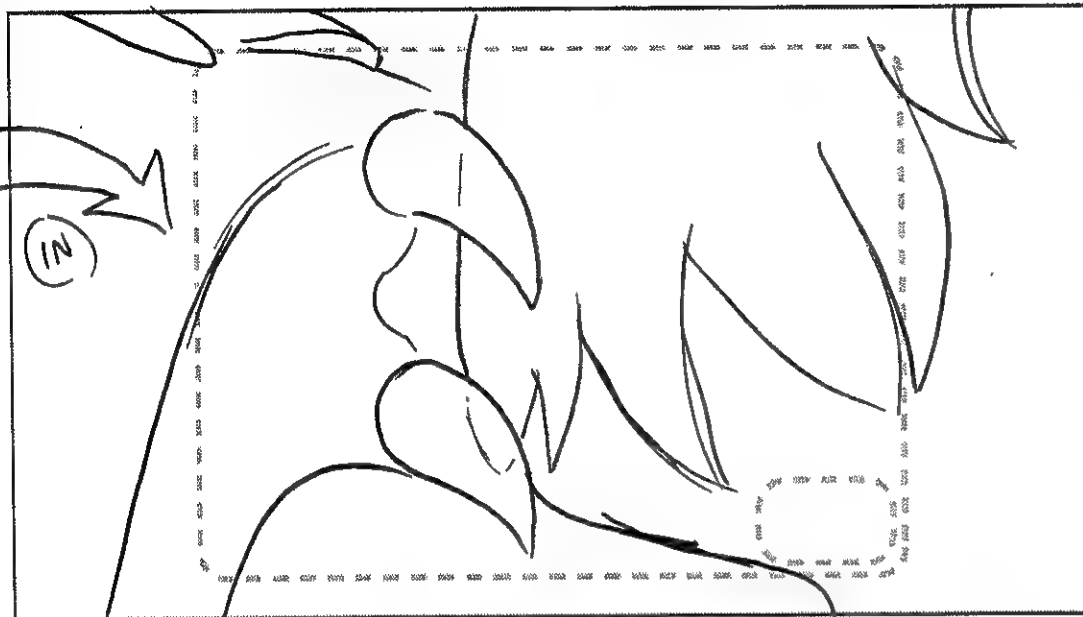
Production :

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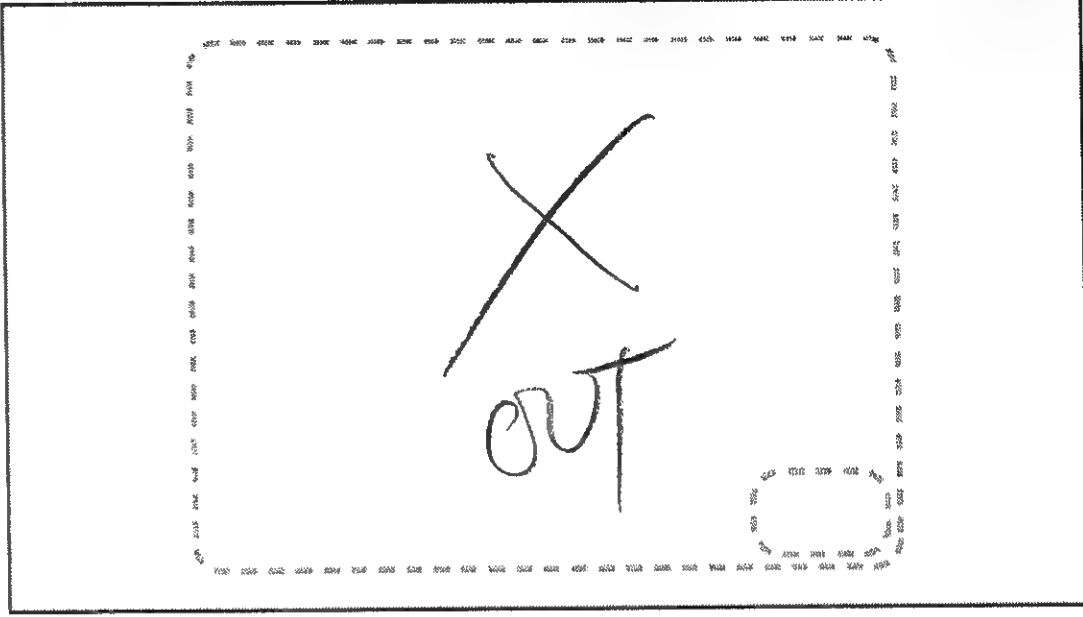
ADVENTURE TIME

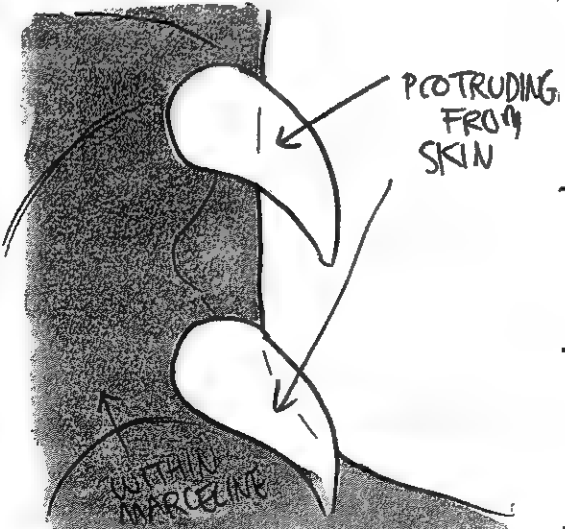


Sc. 163 Pnl. B Bg. day night



Sc. Pnl. Bg. day night

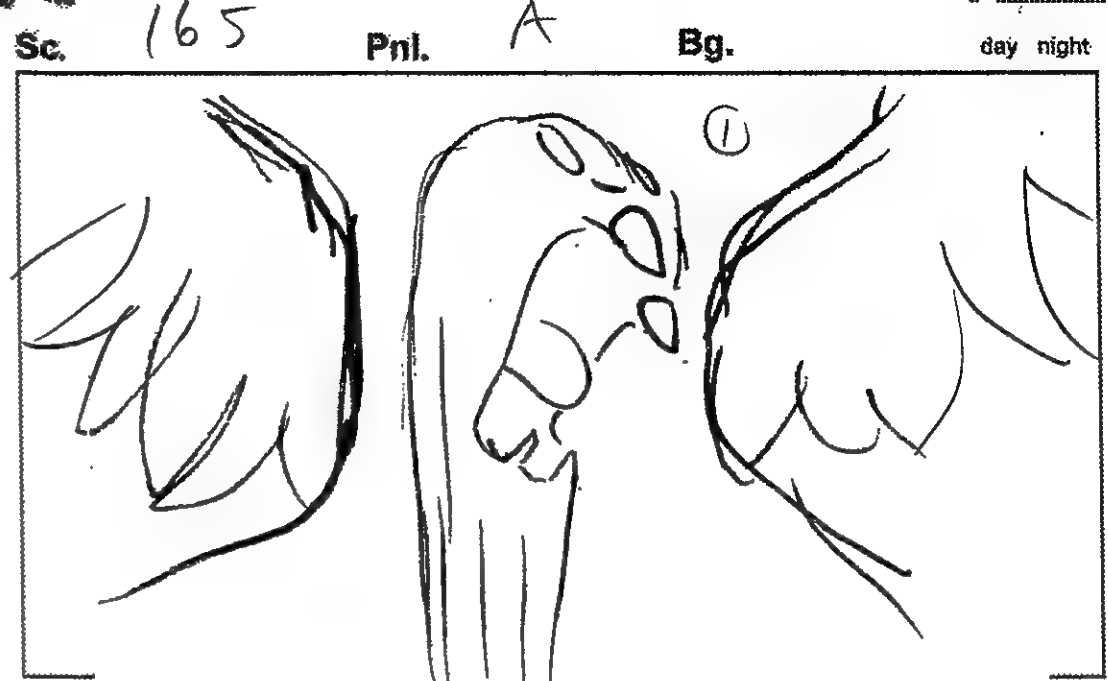
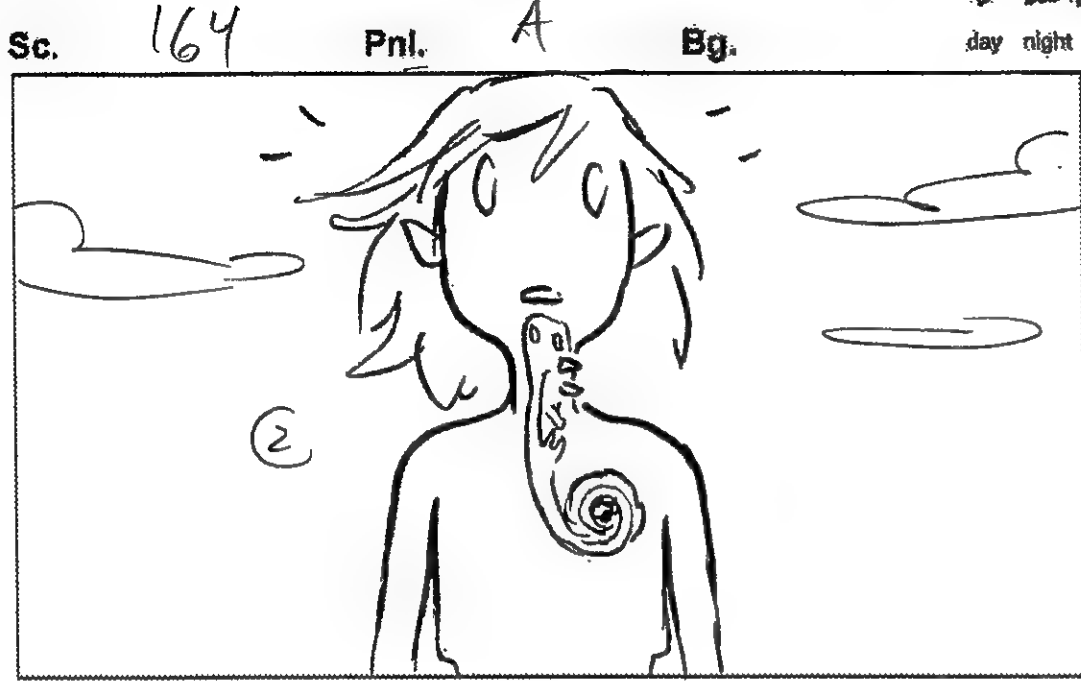


Dialog:		
Action: - Essence bites through Marceline's neck from the inside		
Timing: out.		
443		444

EPISODE # 1034-219

Production :

ADVENTURE TIME



Dialog: (M) *GASP*

Action:

Timing:

445

- Essence is pulled, hangs on by his teeth.

446

PULLED DOWN

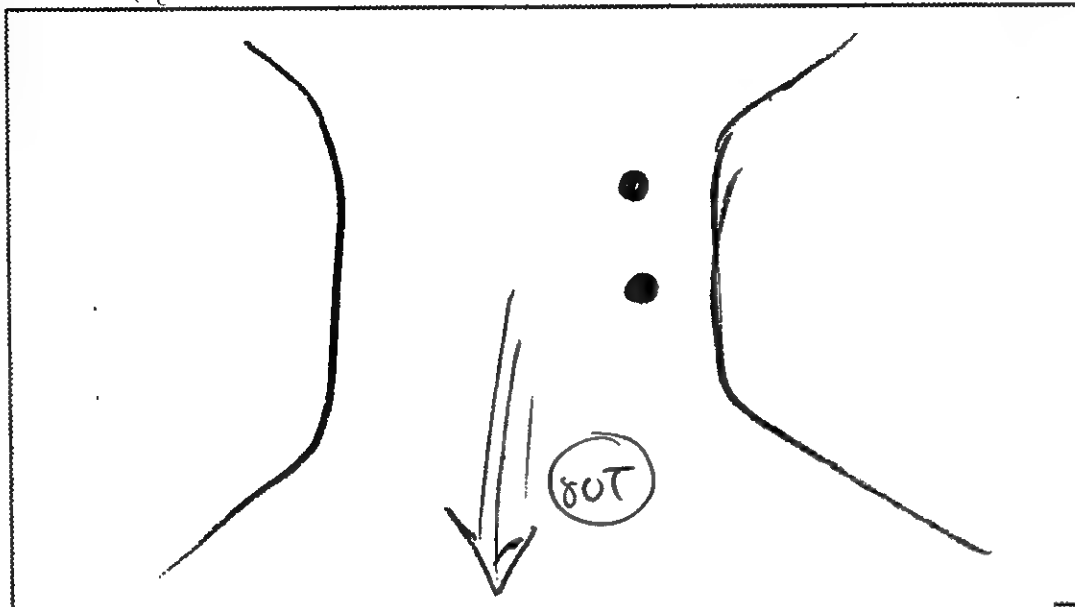
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ADVENTURE TIME

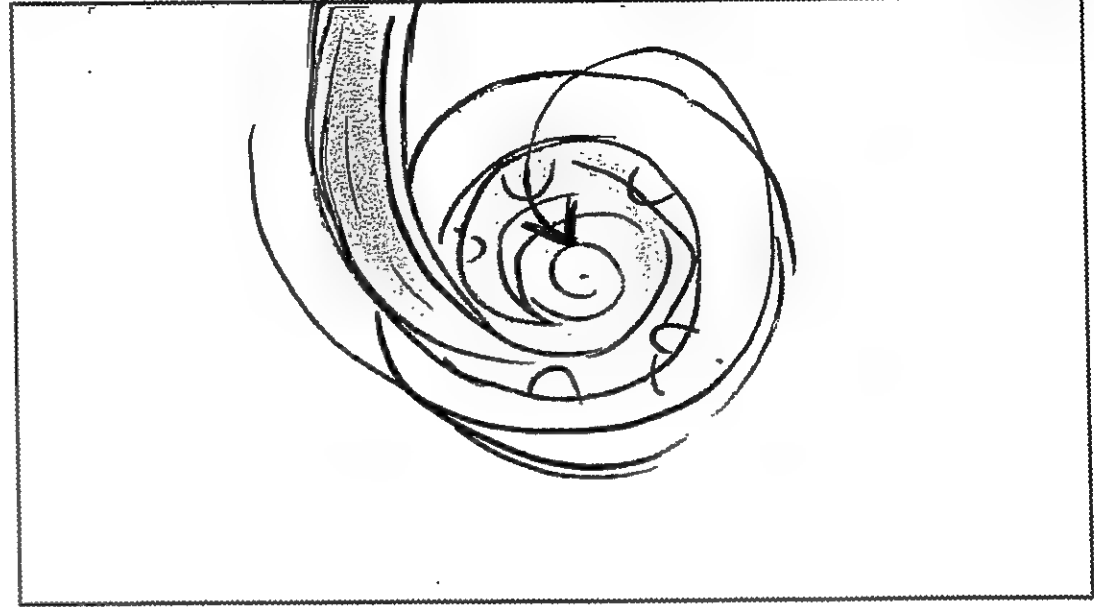


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Sc. 165 Pnl. B Bg. day night



Sc. 166 Pnl. A Bg. day night



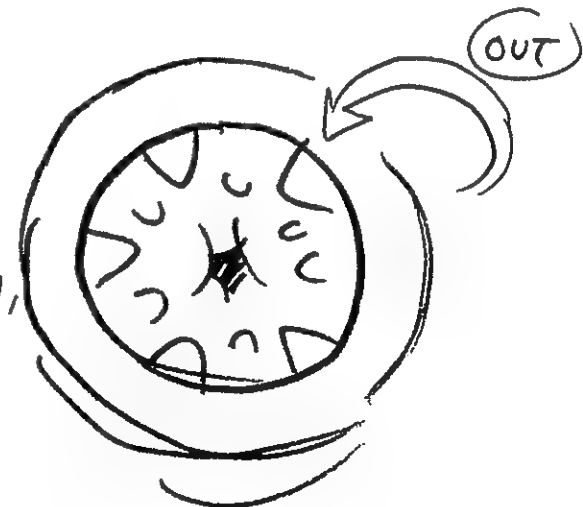
Dialog:

Action:

- Essence is quickly sucked off screen when his hold gives way

Timing:

- Essence is sucked, spiraling, into Lumpy's mouth.



447

448

1034-219

EPISODE #

Production :

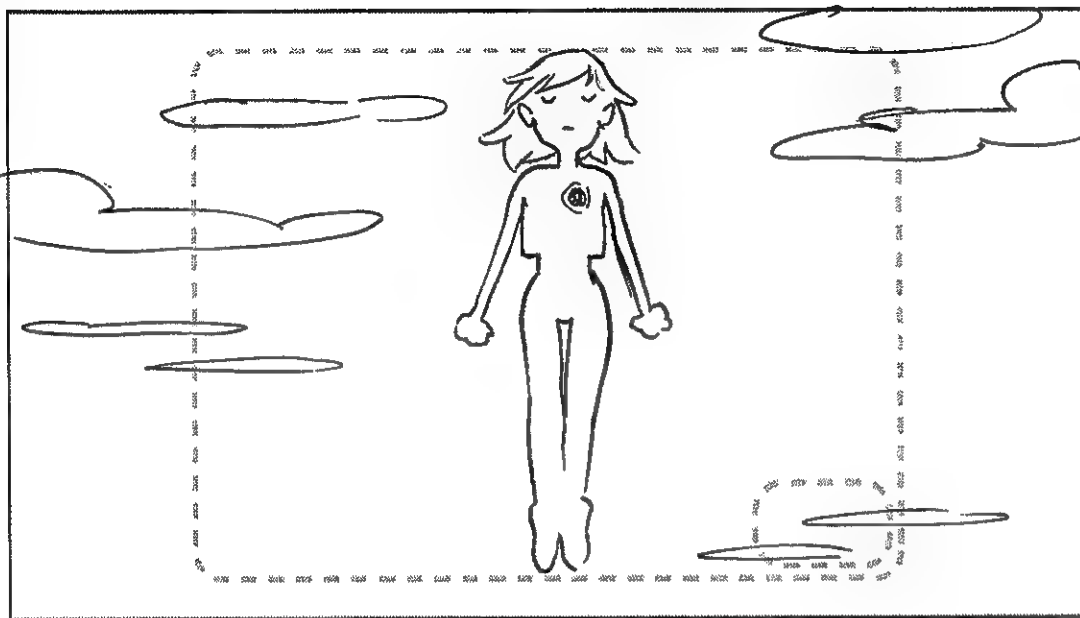
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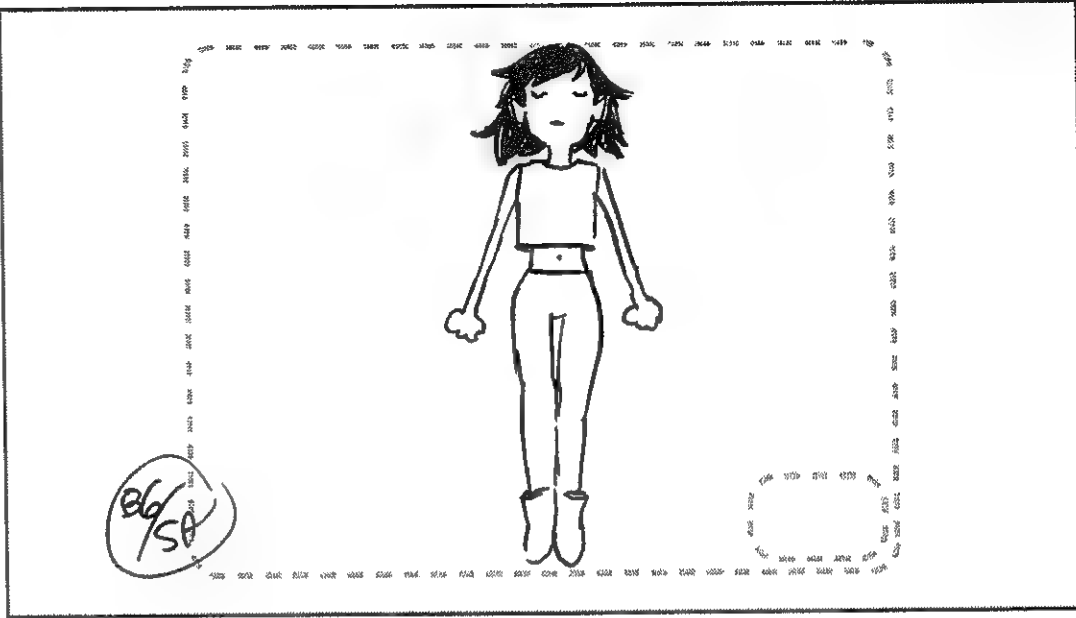


Page 225

Sc. 167 Pnl. A Bg. day night



Sc. 167 Pnl. B Bg. day night



Dialog:	
Action:	- Marceline reverts to normal form.
Timing:	
<u>449</u>	<u>450</u>

EPISODE # 1034-219

Production :

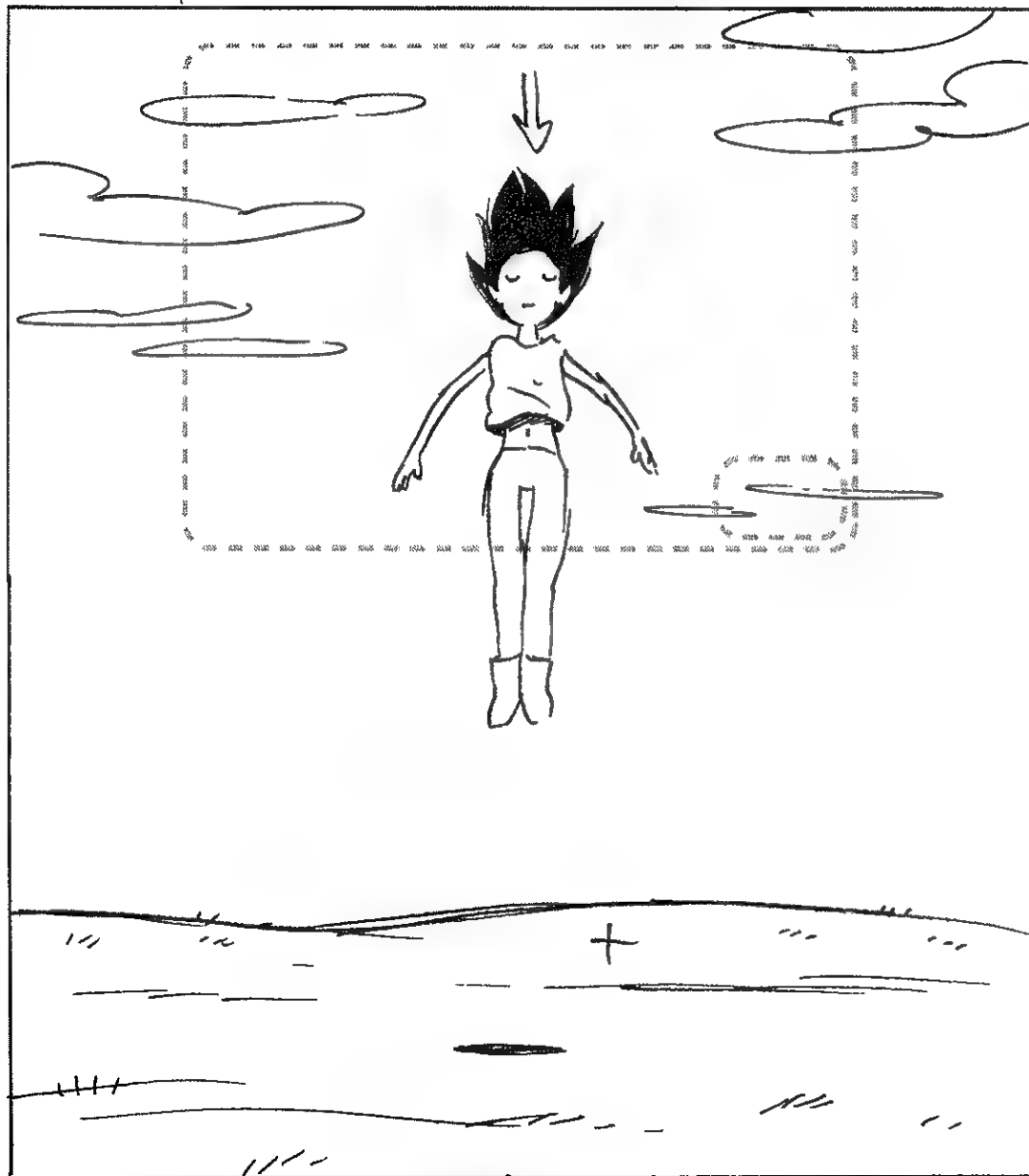
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ADVENTURE TIME



Page 226

Sc. 167 Pnl. C Bg. day night



451

Dialog:
Action: - Marceline falls.
Timing:

452

1034-219

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ADVENTURE TIME



Page 227

Sc.

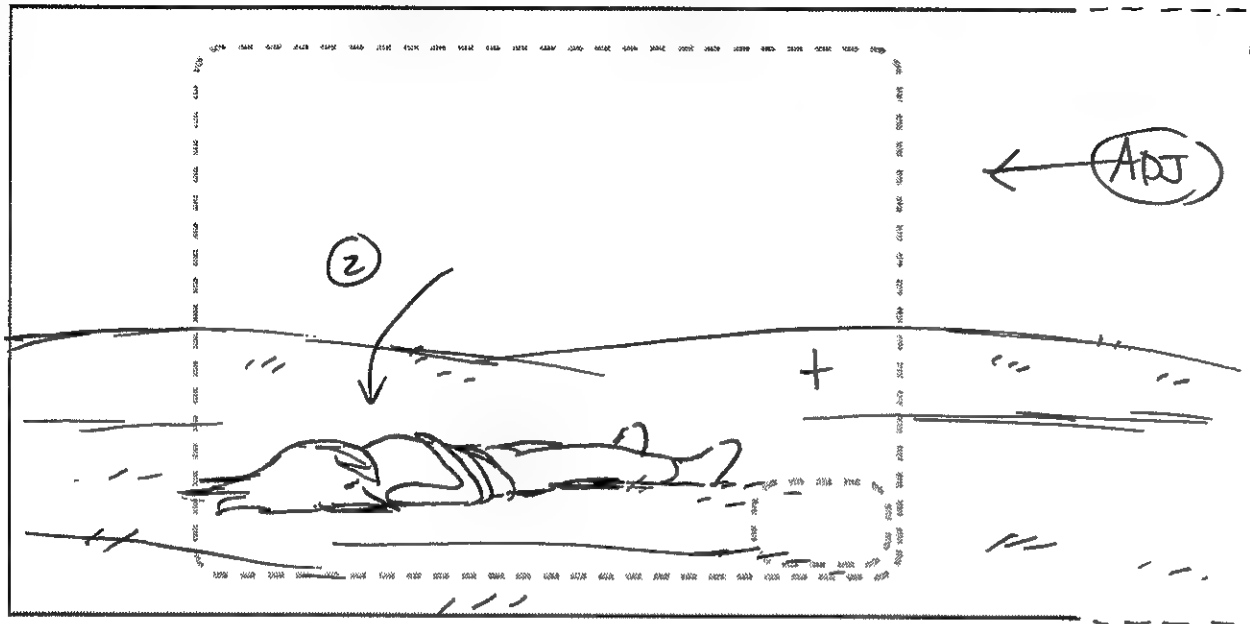
167

Pnl.

D

Bg.

day night



Dialog:

Action:

- Marceline lands hard & collapses.

Timing:

453

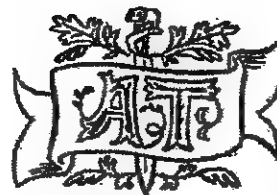
454

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Production :

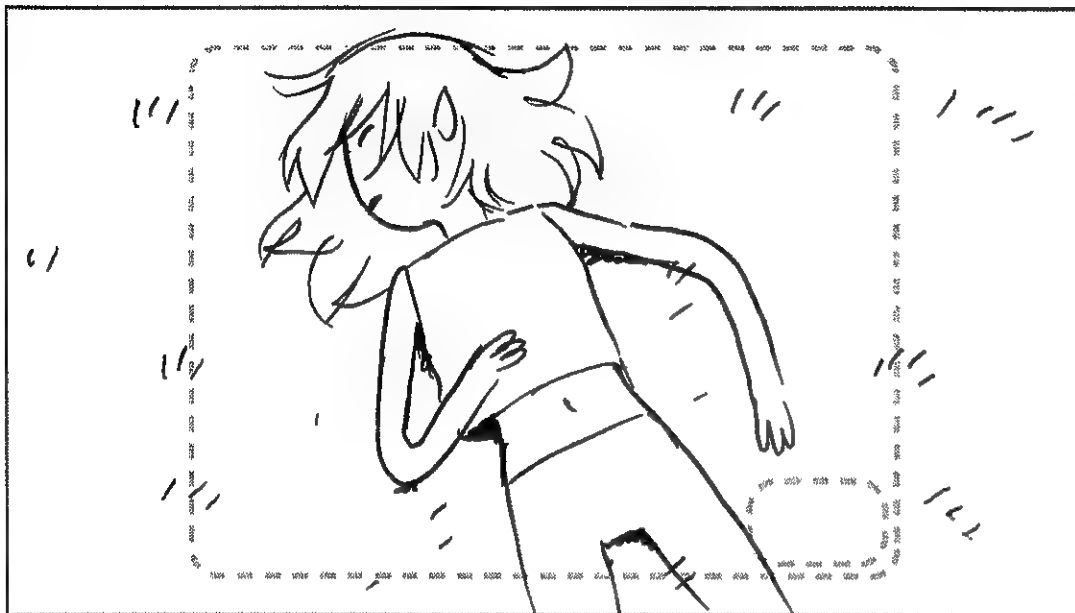
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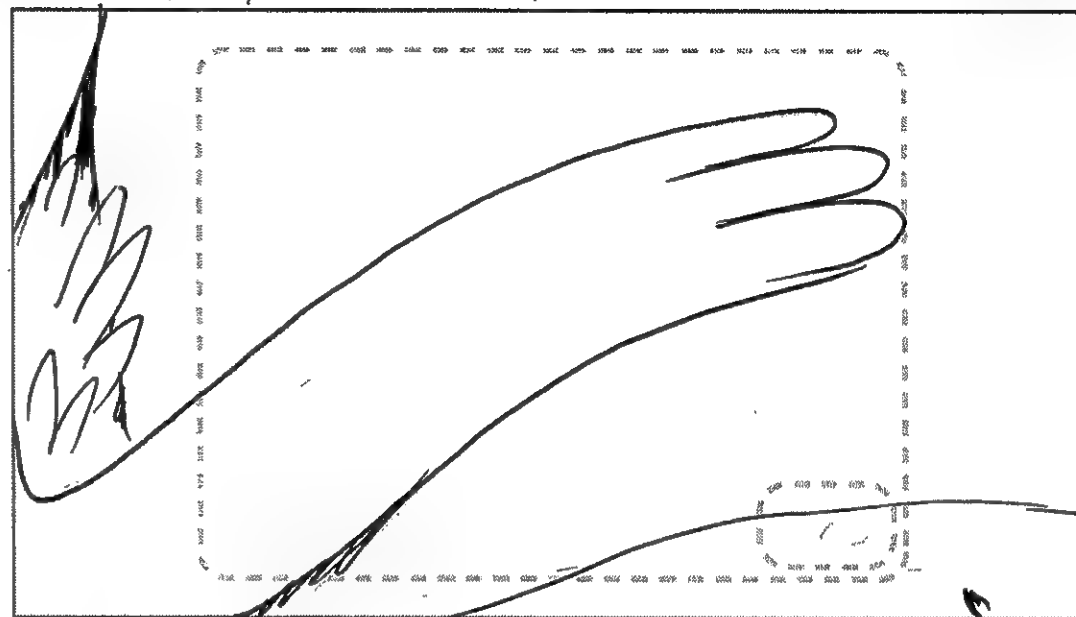


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Sc. 168 Pnl. A Bg. day night



Sc. 169 Pnl. A Bg. day night



Dialog:

(M:) * quiet groan *

DISTANT
CROWD
APPROACHING:

wa/lz (marceline?
oh gosh
marceline??)

Action:

Timing:

455

456

Production :

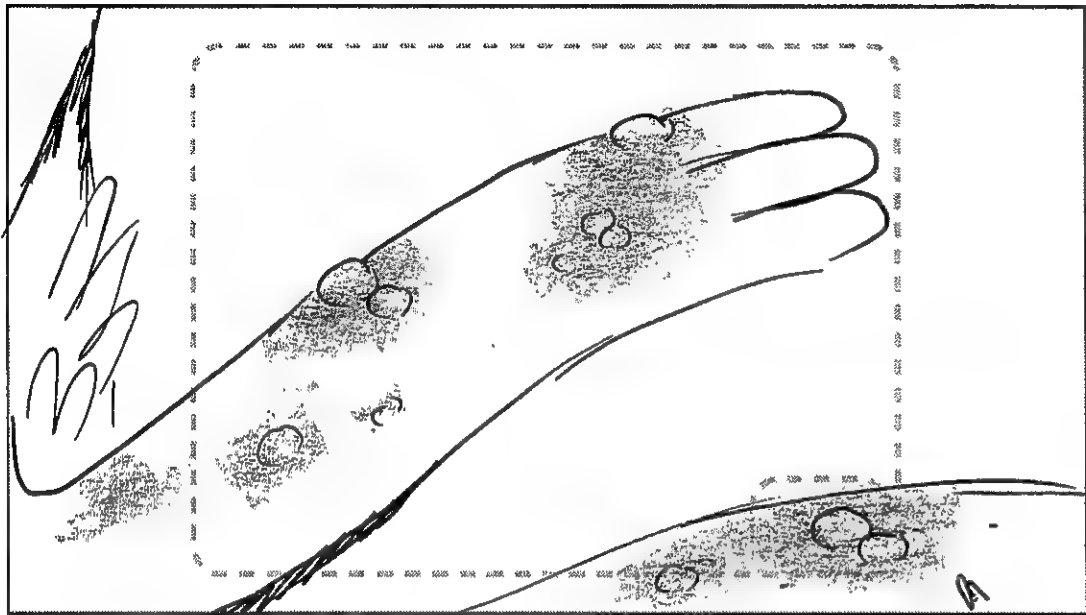
EPISODE #

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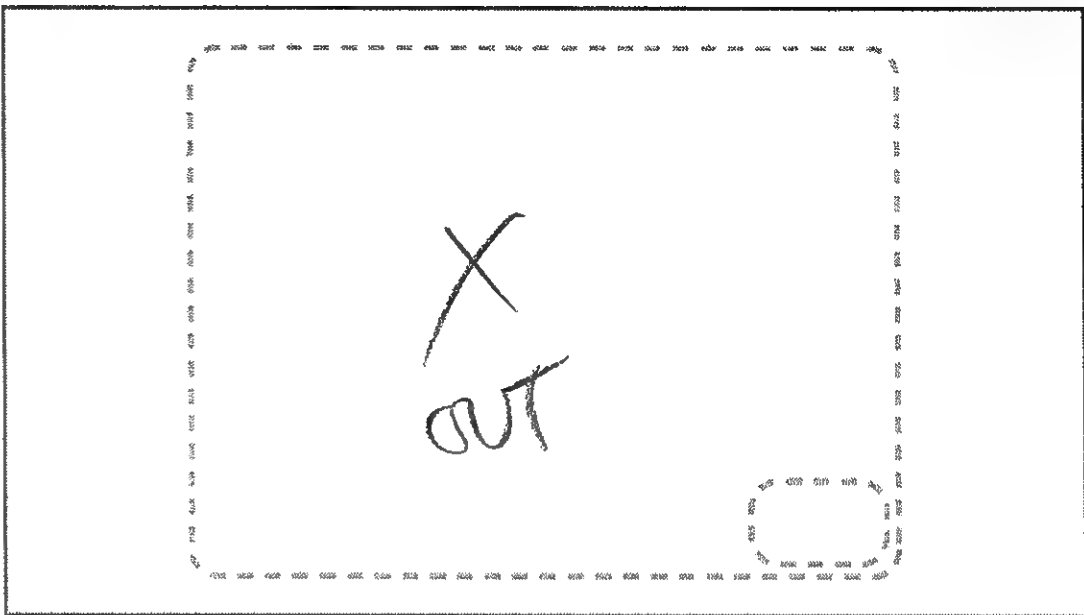
ADVENTURE TIME



Sc. 169 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(SFX:) crackle crowd walls: concerned, quietly worried
Action:	- Marceline's skin begins to burn in the sun.
Timing:	457 458

EPISODE # 1034-219

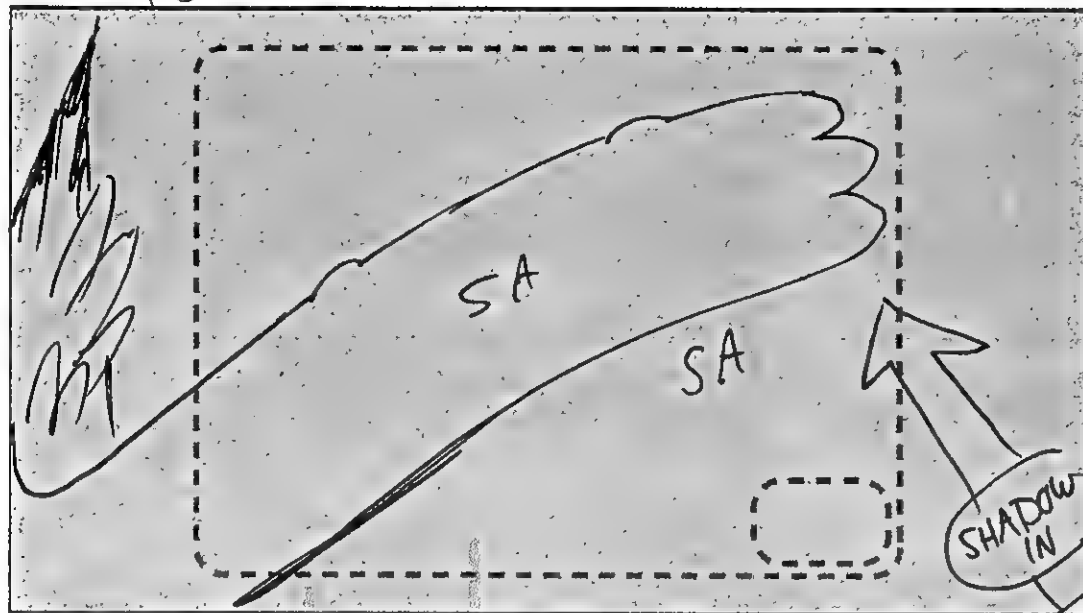
Production :

ADVENTURE TIME

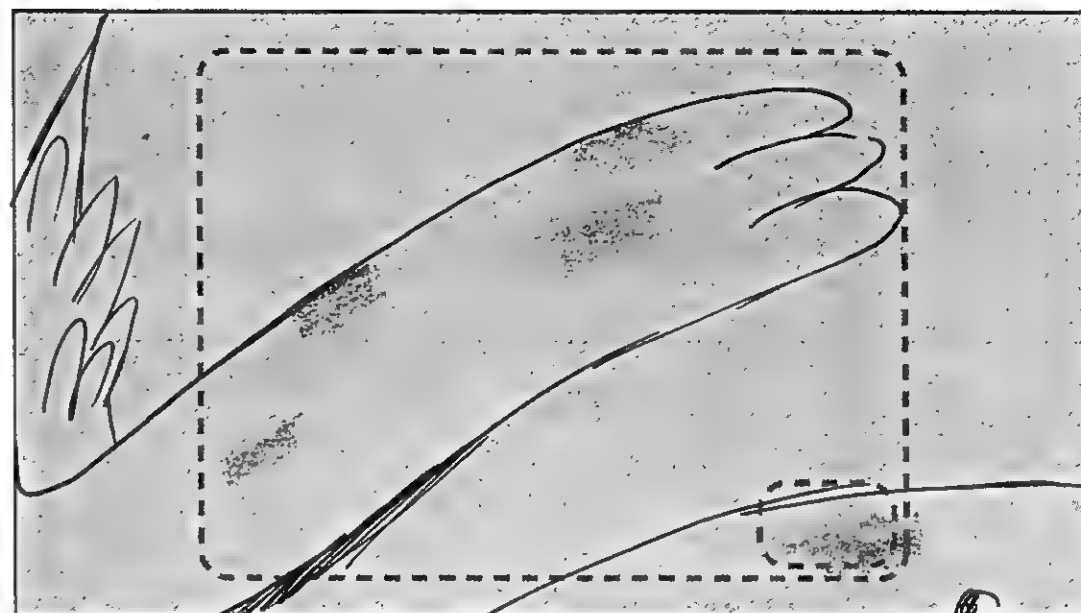


Page 230

Sc. 169 Pnl. C Bg. day night



Sc. 169 Pnl. D Bg. day night



Dialog:

CROWD WALLA: *DIES DOWN*

Action:

- Shadow enters frame and covers Marceline

- Burns dissipate.

Timing:

459

460

EPISODE # 1034-219

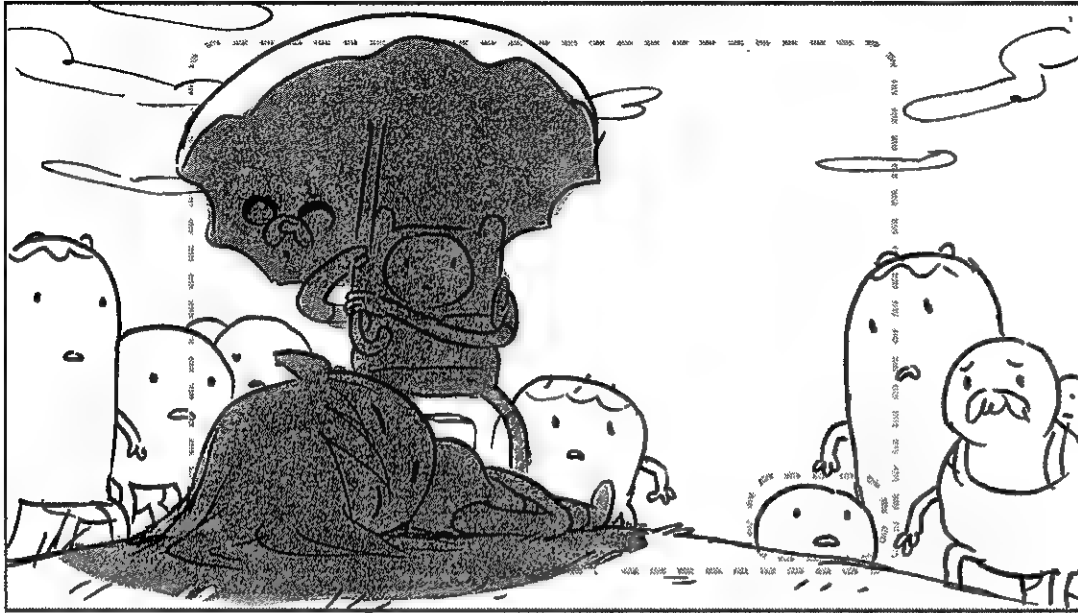
Production :

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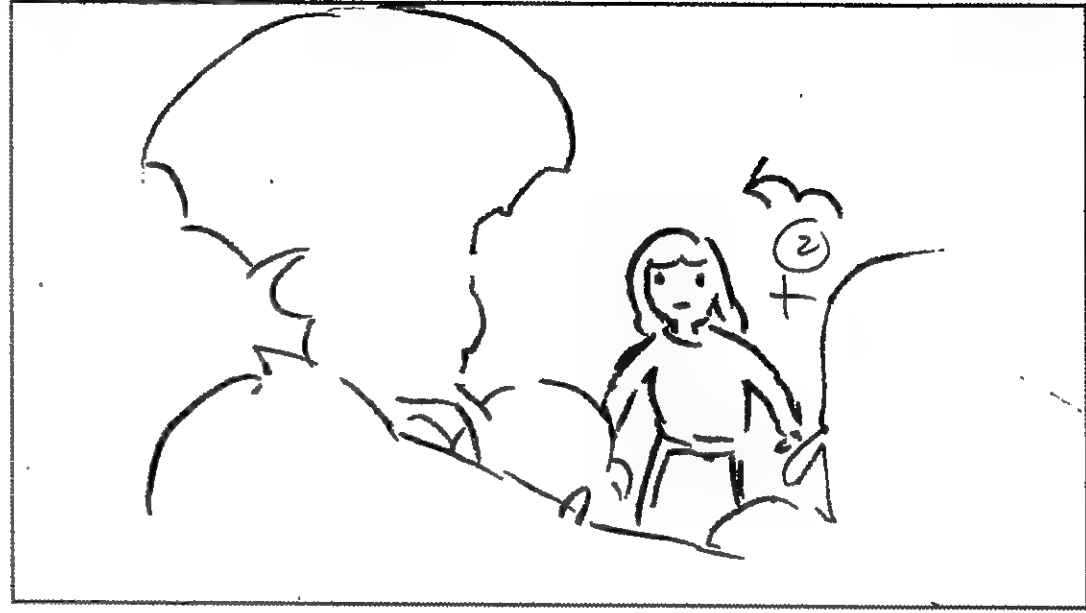


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Sc. 170 Pnl. A Bg. day night



Sc. 170 Pnl. B Bg. day night



Dialog:

Action:

- PB runs into shot.

Timing:

461

462



1034-219

EPISODE #

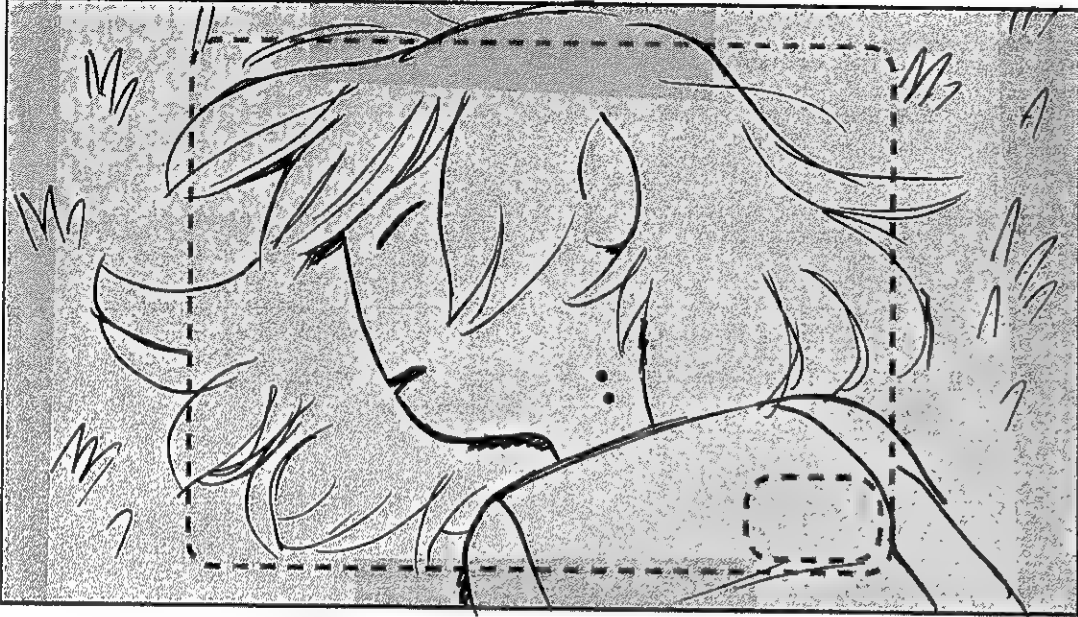
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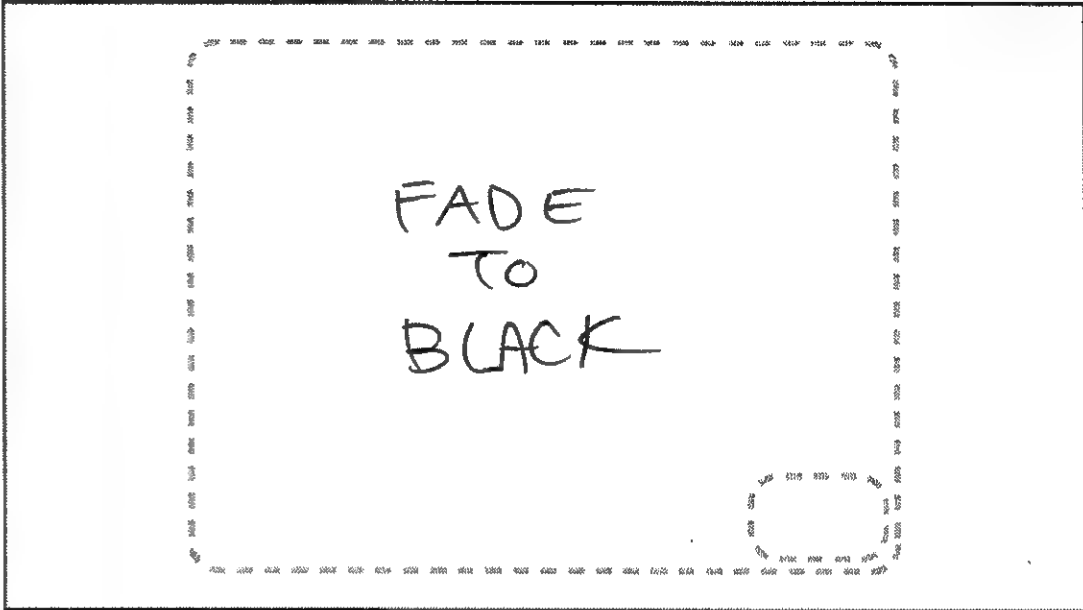
ADVENTURE TIME



Sc. 171 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	<p>PRINCESS BUBB. OS Marceline? (echoes out → Marceline marceline marceline)</p>
Action:	
Timing:	
	463 464

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ADVENTURE TIME



Sc. 172

Pnl. A

Bg.

day night

Sc. 172

Pnl. B

Bg.

day night

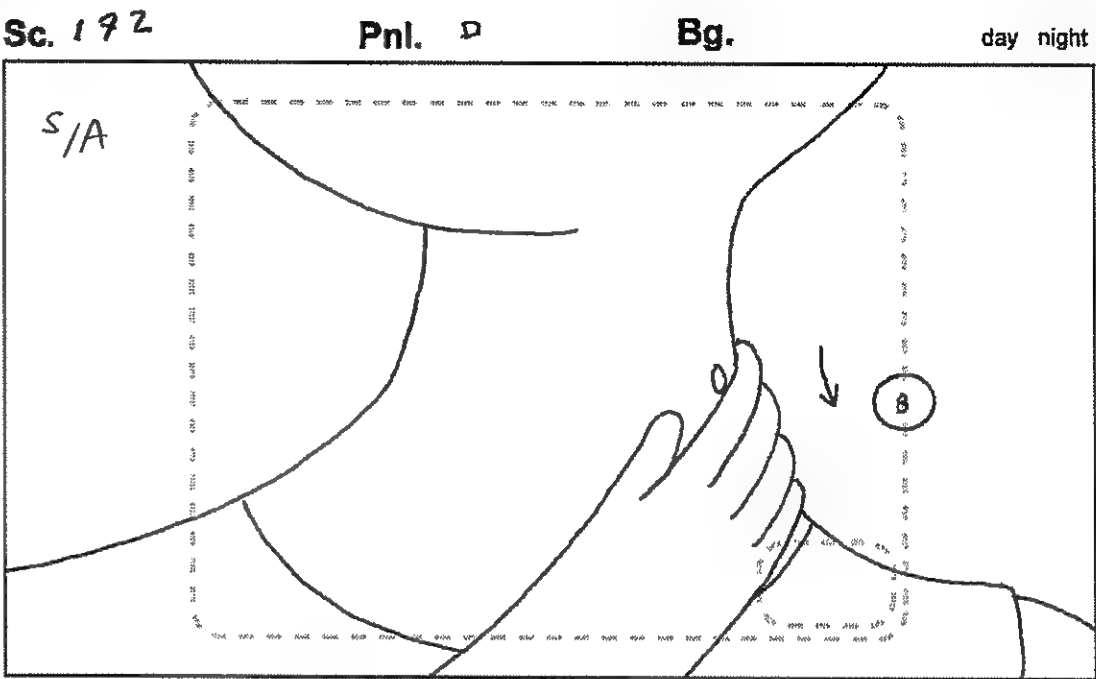
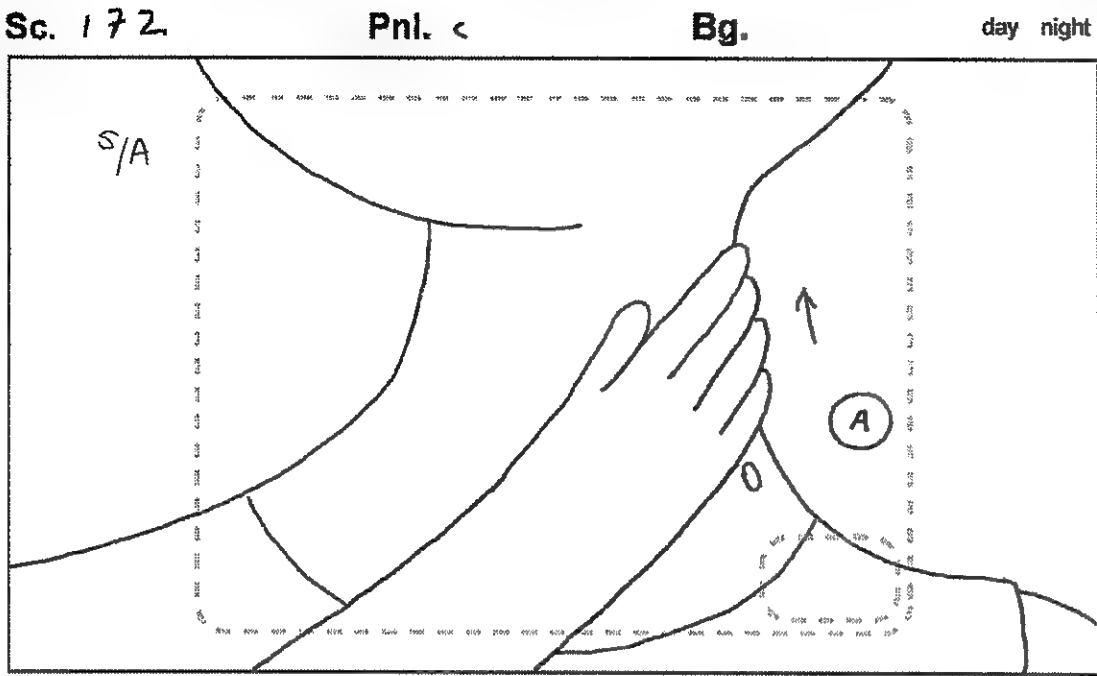
Dialog:	
Action: - INT. MARCELINE'S HOUSE. - M. LIFTS HAND TO NECK.	
Timing: 465	466

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ADVENTURE TIME



Dialog:

(F)(os) MARCELINE...?

Action:

M. RUBS NECK.

A B A B

Timing:

467

468

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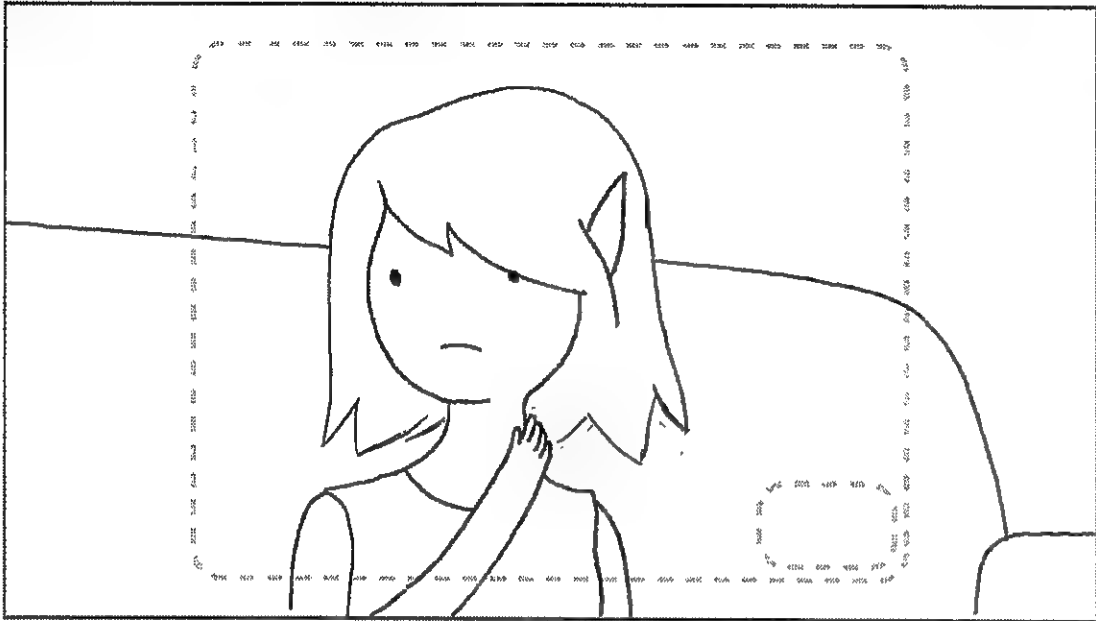


Sc. 173

Pnl. A

Bg.

day night

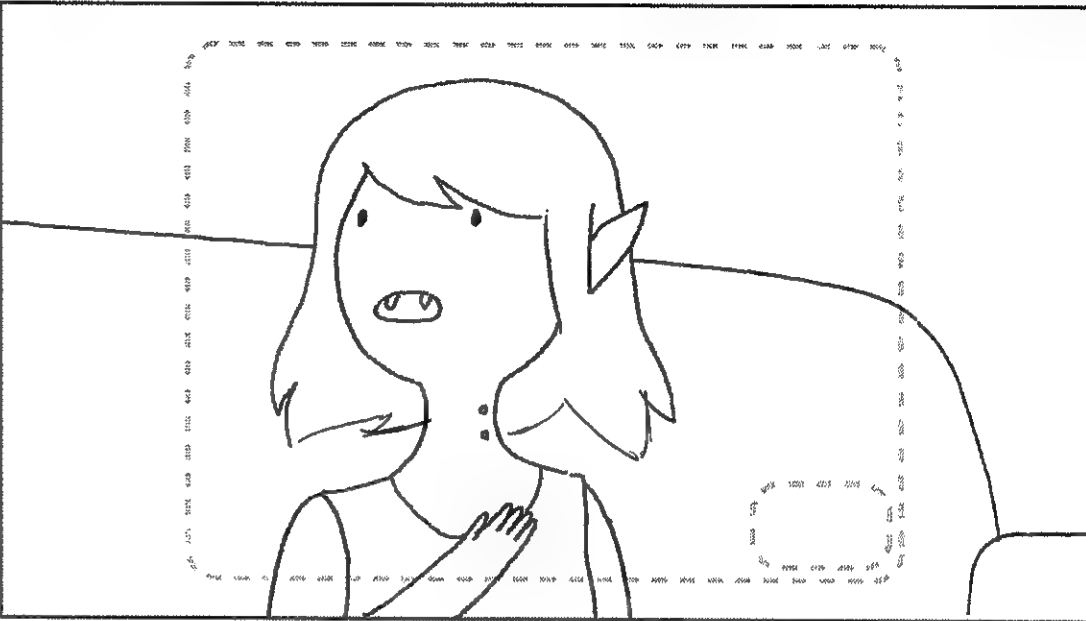


Sc. 173

Pnl. B

Bg.

day night

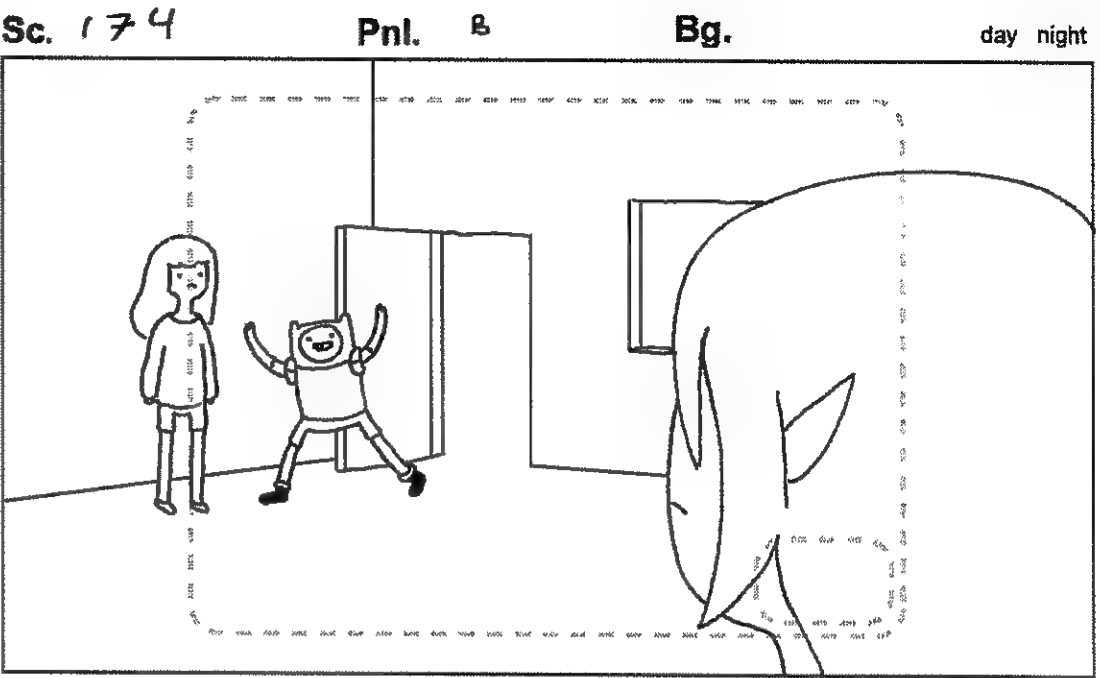
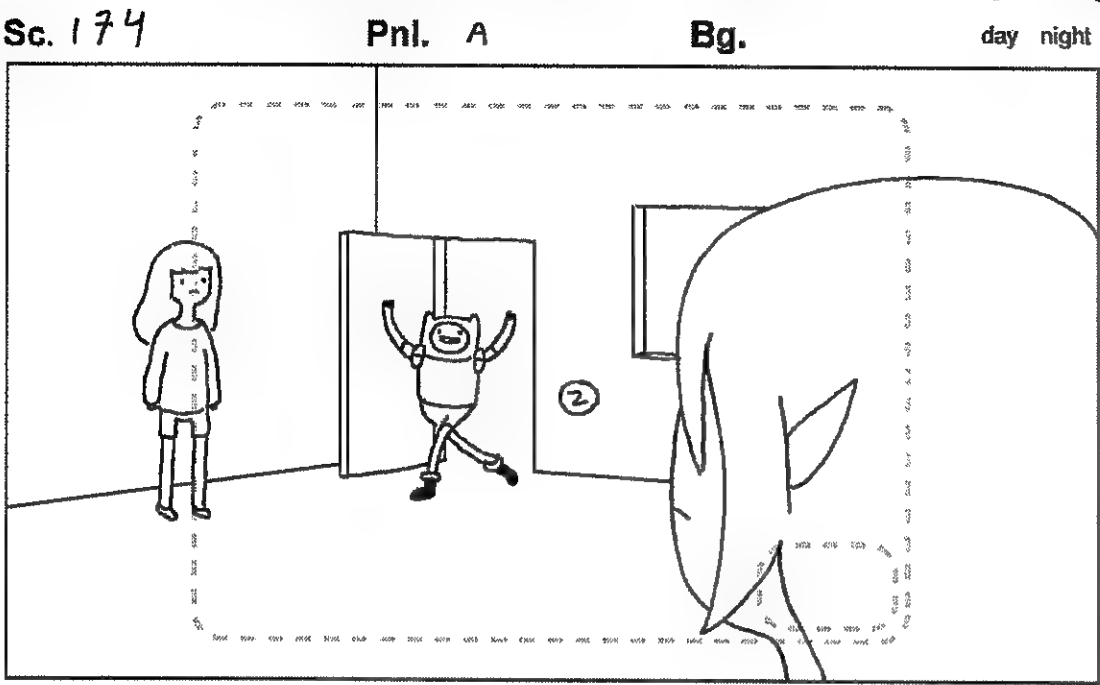


Dialog:	(M) SORRY , WHAT?
Action:	
Timing:	469 470

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ADVENTURE TIME



Dialog:

④ I WAS JUST SAYIN' WE STOCKED YOUR FRIDGE WITH LIPSTICK AND STUFF, SO YOU'LL HAVE PLENTY TO EAT.

Action:

Timing:

471 472

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ADVENTURE TIME



Sc. 175

Pnl. A

Bg.

day night

Sc. 176

Pnl. A

Bg.

day night

Dialog:	Ⓜ/ AW THANKS, DUDE.
Action:	
Timing:	473474

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ADVENTURE TIME



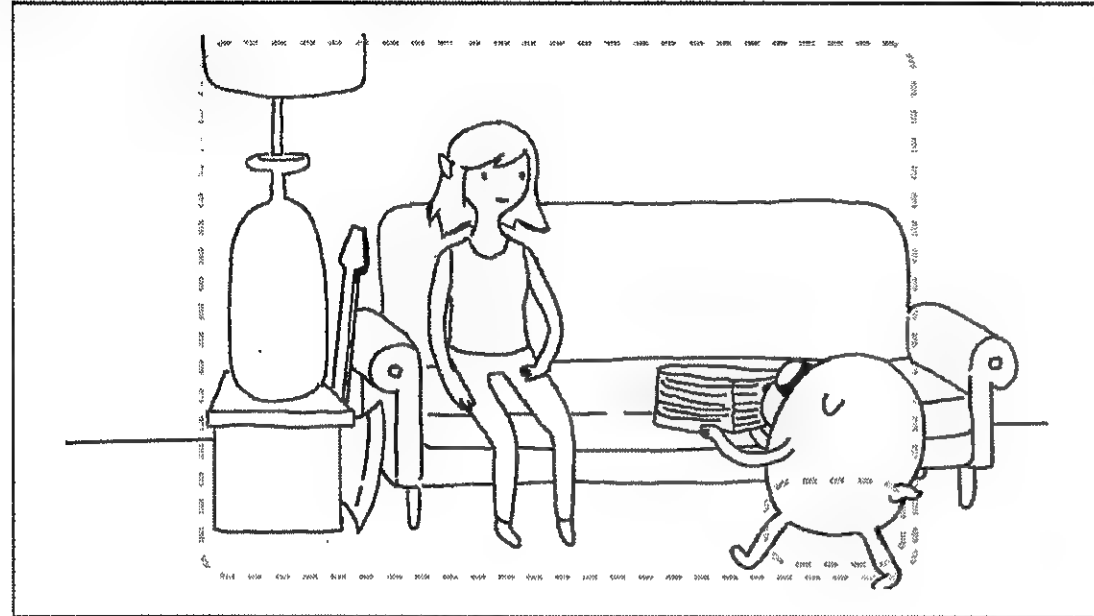
Page 238

Sc. 176

Pnl. B

Bg.

day night

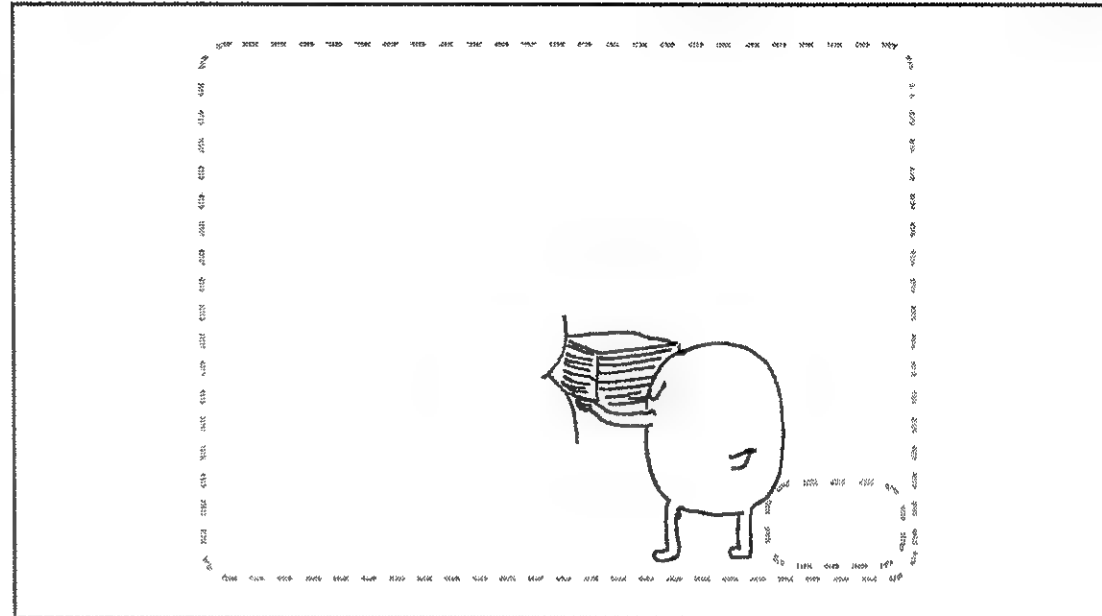


Sc. 176

Pnl. C

Bg.

day night



Dialog:

Q ALSO WE GOT YOU <ROSS WORDS,
SOO-DOO-KOOS, AND
CONNECT-THE-DOTS.

Action:

-J. WALKS ON/S
CARRYING GAME BOOKS.

PUT THE EMPHASIS ON "NECT"

Timing:

475

476

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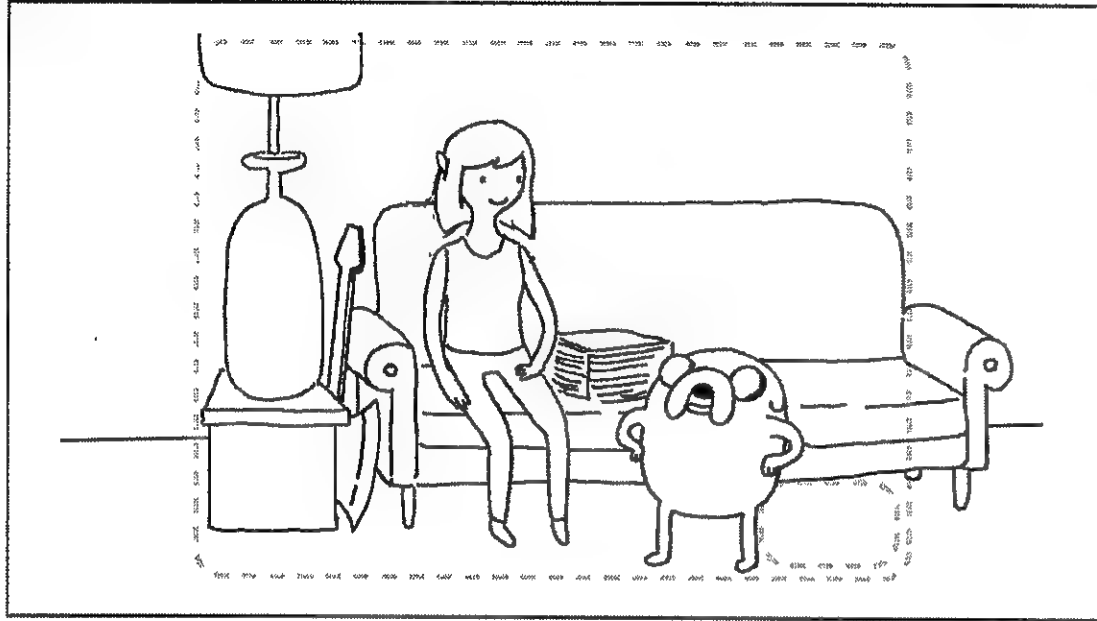


Sc. 176

Pnl. D

Bg.

day night

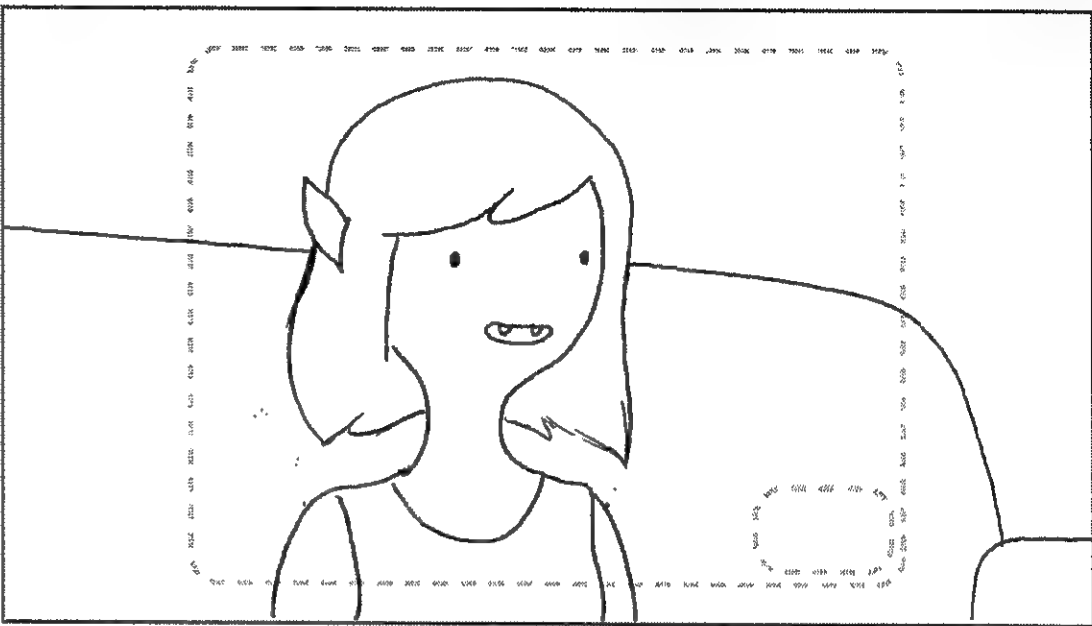


Sc. 177

Pnl. A

Bg.

day night



Dialog:

J. JUST TAKER EASY, BUDDY.

A. M. SURE.

B. PB (o.s) OH, HEY,

Action:

Timing:

477

478

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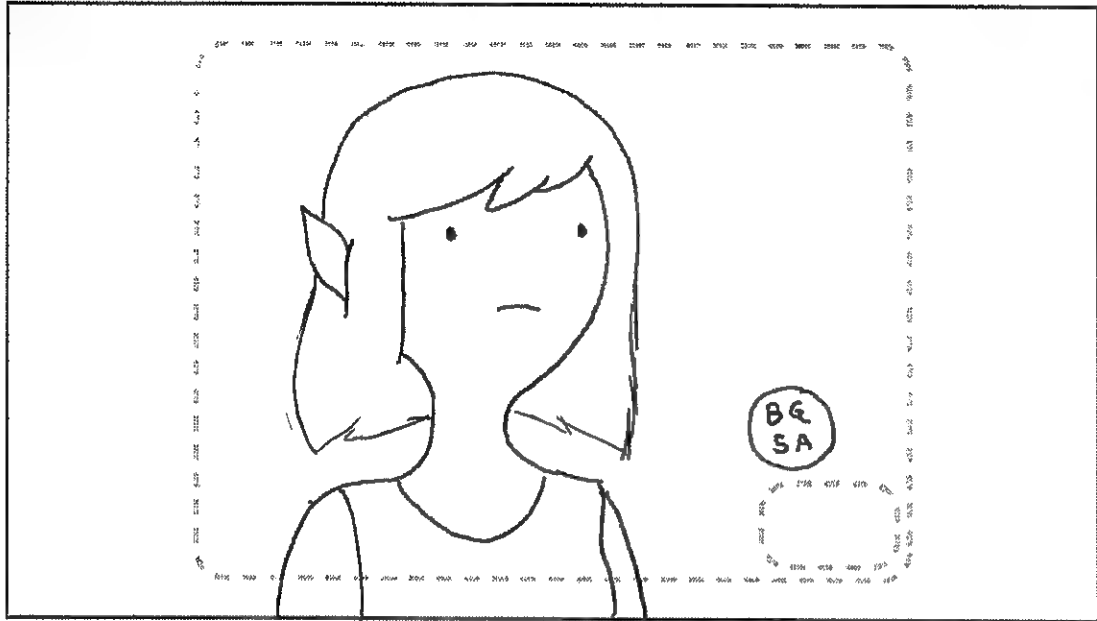


Sc. 177

Pnl. B

Bg.

day night

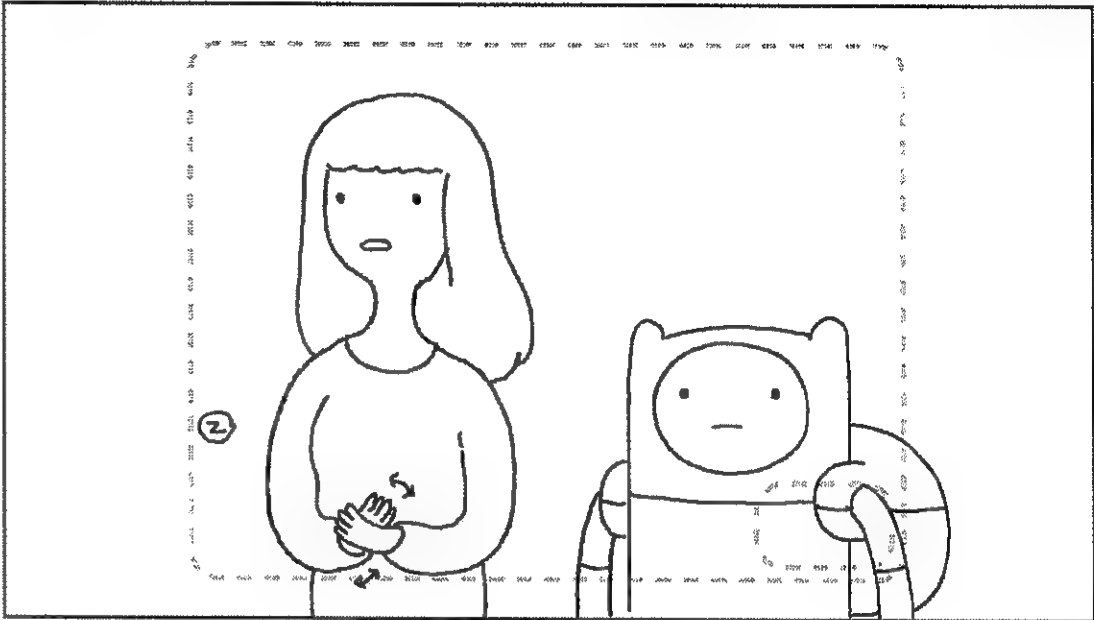


Sc. 178

Pnl. A

Bg.

day night



Dialog:

(PB)

(9/5)

I WAS THINKIN...

(PB)

SO ONCE I USURP CRUNCHY I'LL HAVE MY CASTLE BACK AGAIN.

Action:

Timing:

479

①

480

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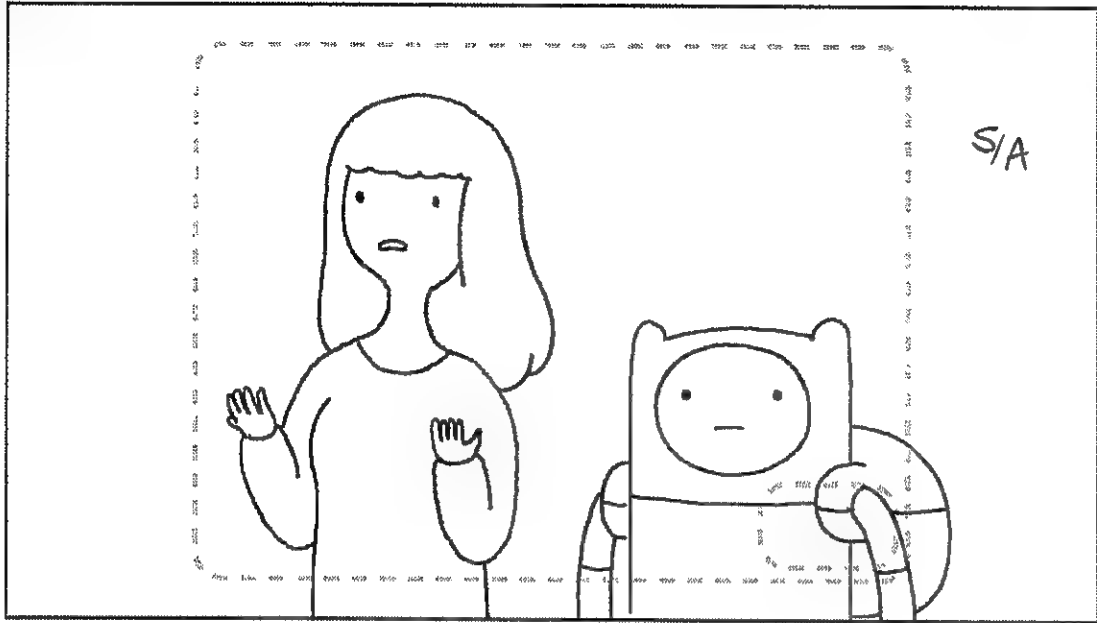


Sc. 178

Pnl. B

Bg.

day night

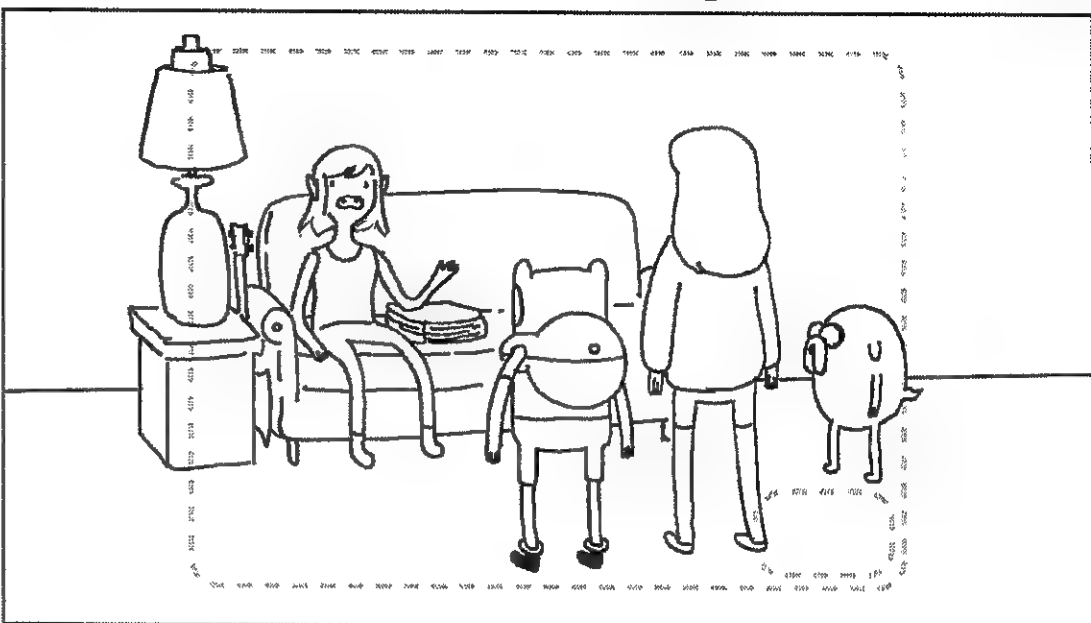


Sc. 179

Pnl. A

Bg.

day night



Dialog:

(B) THERE'S ROOM THERE IF YOU DON'T WANT TO BE ALONE ...

(M) NAH, I THINK I NEED TO RUMINATE A LITTLE.

Action:

Timing:

481

482

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ADVENTURE TIME



Sc. 179 Pnl. A Bg. day night

Sc. 180 Pnl. A Bg. day night

Dialog:	<p>M/ THINK ABOUT BEIN' A VAMPIRE AGAIN.</p> <p>E/ ARE YOU ...</p>
Action:	
Timing:	<p>483 484</p>

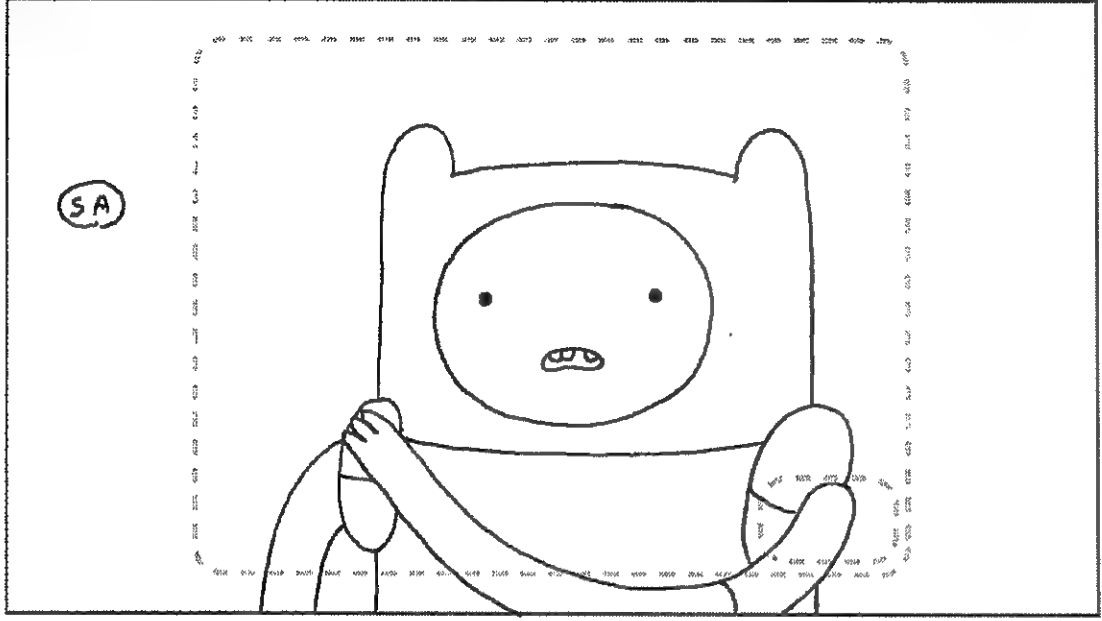
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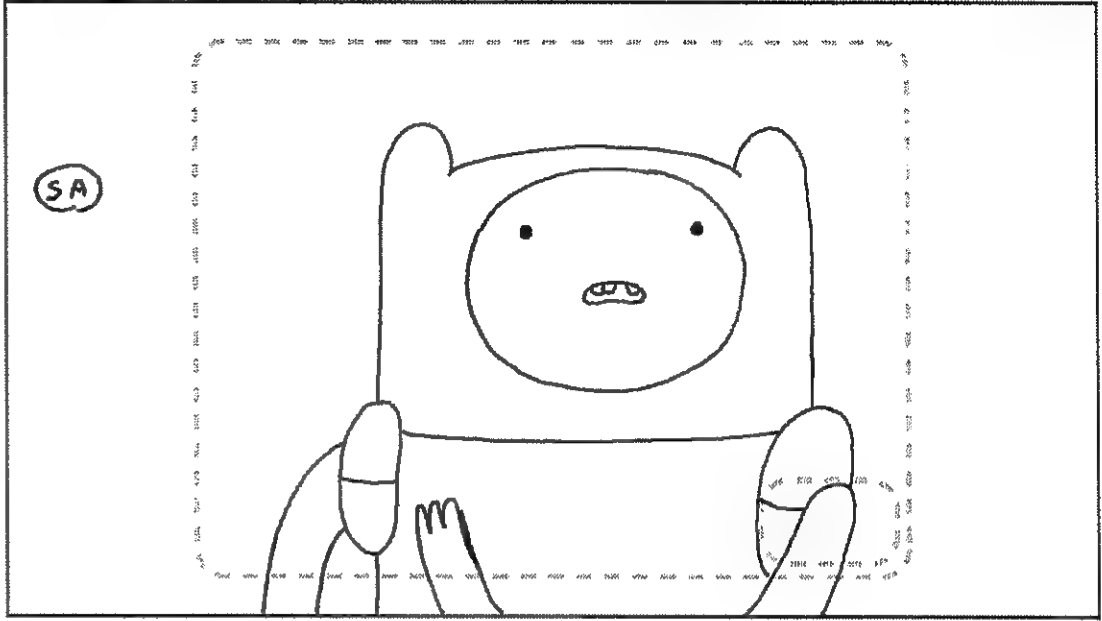
ADVENTURE TIME



Sc. 180 Pnl. B Bg. day night



Sc. 180 Pnl. C Bg. day night



Dialog:	
ⓕ UH ... DO YOU FEEL BAD? I DON'T WANT TO	Ⓢ " I'M SORRY ABOUT WHO YOU ARE " OR ANYTHING IF YOU'RE
Action: SAY, LIKE,	FEELING OKAY,
Timing:	
485	486

EPISODE # 1034-219

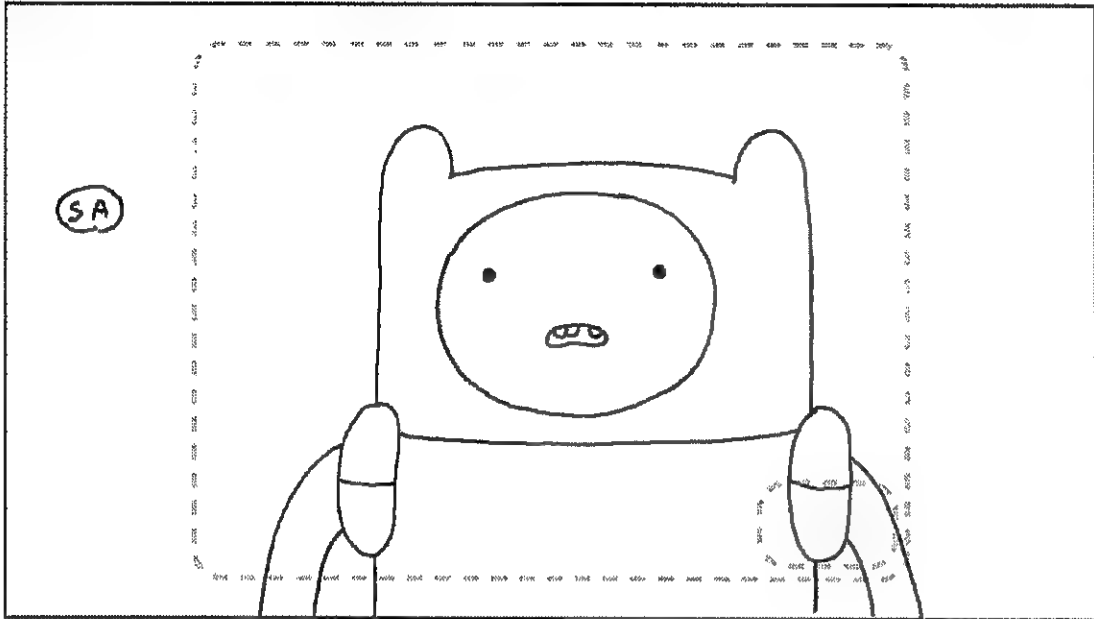
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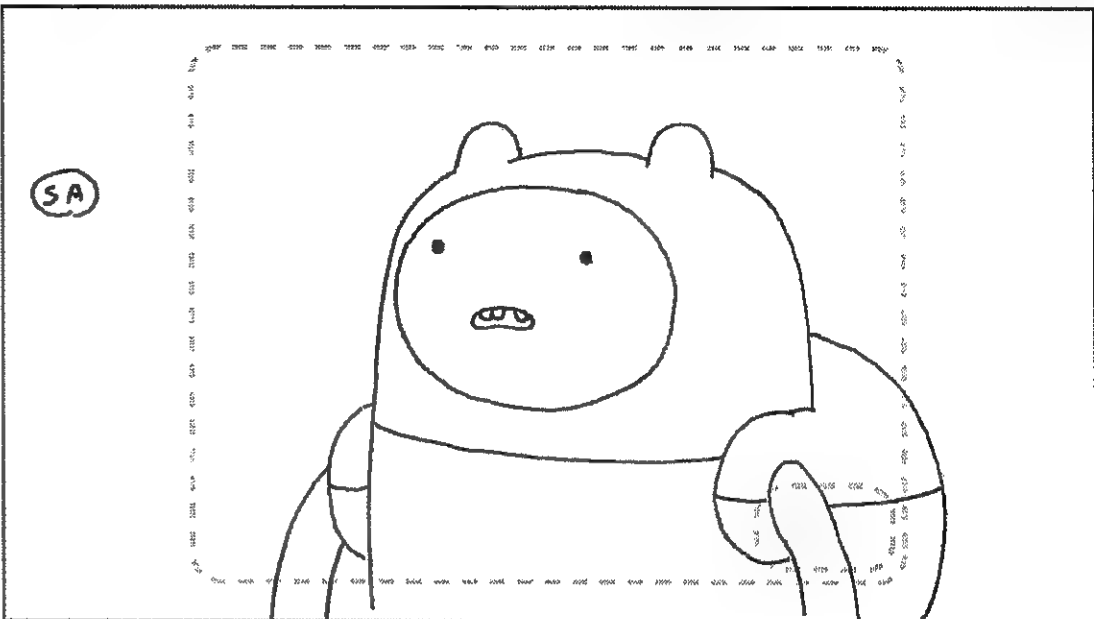
ADVENTURE TIME



Sc. 180 Pnl. D Bg. day night



Sc. 180 Pnl. E Bg. day night



Dialog:	(F) BUT I DON'T KNOW HOW BAD NEWS ALL OF THIS IS.	(F) RIGHT?
Action:		
Timing:	487	488

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ADVENTURE TIME



Sc. 181 Pnl. A Bg. day night

Sc. 181 Pnl. B Bg. day night

S/A

Dialog:	
Action:	- PB TURNS.
Timing:	489 490

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ADVENTURE TIME





Sc. 182 Pnl. A Bg. day night

Storyboard panel A shows a character with short hair and a tank top sitting on a couch. To the left is a large, ornate lamp. A stack of books sits on the couch next to the character. A circled '2' is next to the character's head. The background is a simple room with a floor line.

Sc. 182 Pnl. B Bg. day night

Storyboard panel B shows the same character sitting on a chair, looking down at a stack of books. A circled '3' is next to the character's head. The background is a simple room with a floor line.

Dialog:	(M) NAH, I'M COOL BEING A VAMPIRE AGAIN.	(M) BEING MORTAL WAS GOOD, I THINK I GREW UP FOR THE FIRST TIME IN LIKE A THOUSAND YEARS!
Action:	 491	 492
Timing:		PULLS UP BASE.

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Production :

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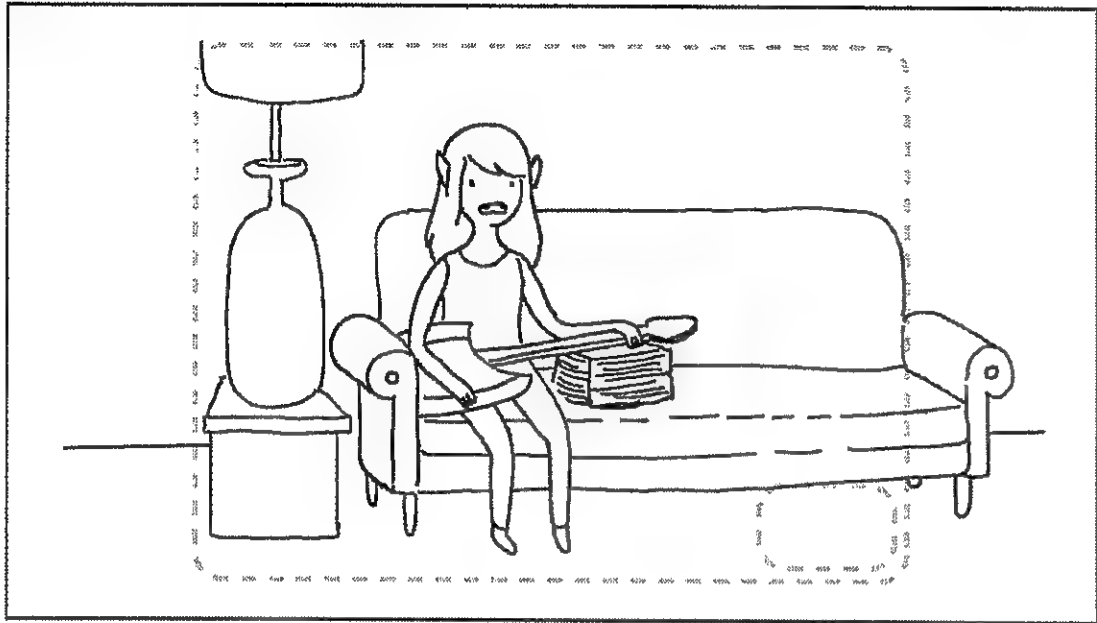


Sc. 182

Pnl. C

Bg.

day night

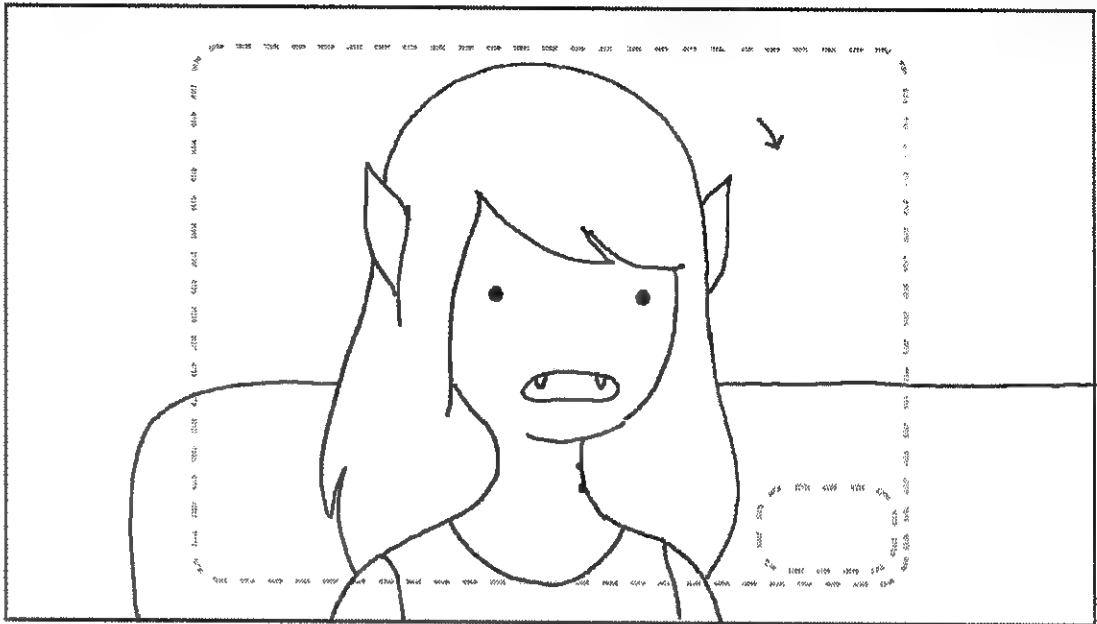


Sc. 183

Pnl. A

Bg.

day night



Dialog:

(M) BUT ... AT THE SAME
TIME IT WAS TERRIFYING.

(M) NOW I'M A VAMPIRE WITH
MORTAL MEMORIES AND, I DUNNO,
MORE EMPATHY OR SOMETHING.

Action:

Timing:

493

494

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ADVENTURE TIME



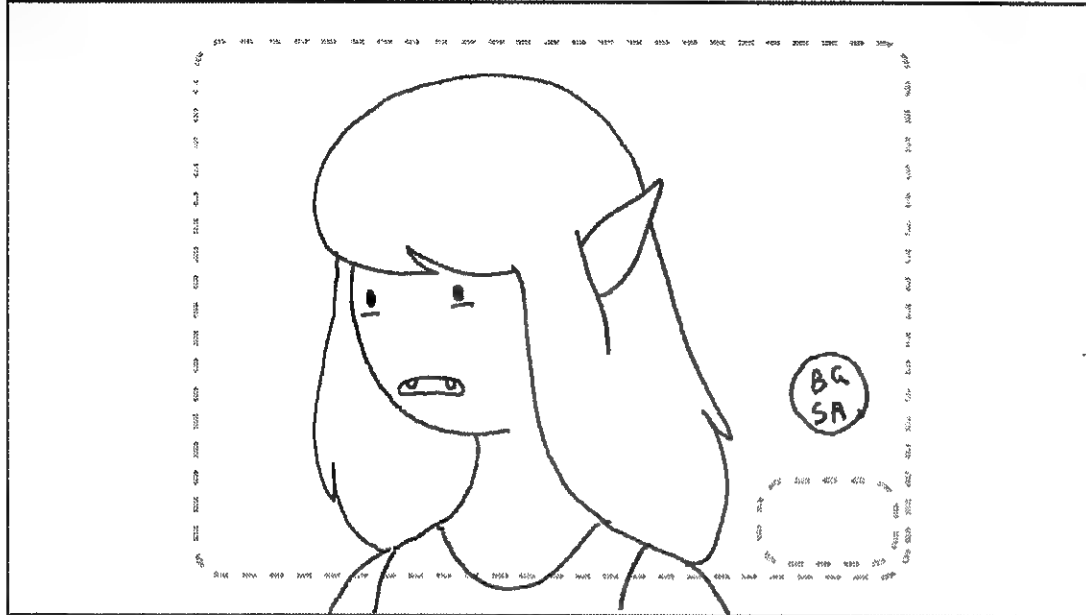
Page 248

Sc. 183

Pnl. B

Bg.

day night

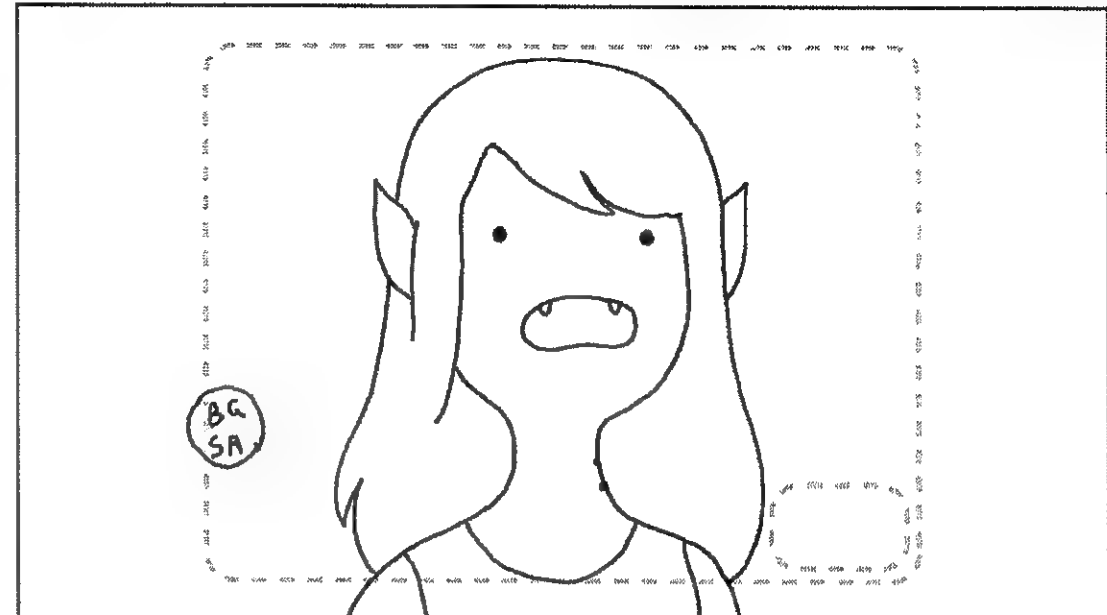


Sc. 183

Pnl. C

Bg.

day night



Dialog:

(M) MORE GROWN UP...
(OP) OH HEY....

(M) BONNIE , THANK YOU
FOR HELPING ME GROW UP.

Action:

I DID MY BEST BUT YEEESH
I DUNNO ABOUT THIS DRAWING.

Timing:

- 3 W.

495

496

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ADVENTURE TIME



Sc. 184

Pnl. A

Bg.

day night

Sc. 184

Pnl. B

Bg.

day night

Dialog:

M(0s) NOW I GUESS WE GET TO HANG OUT TOGETHER FOREVER.

Action:

Timing:

497

498

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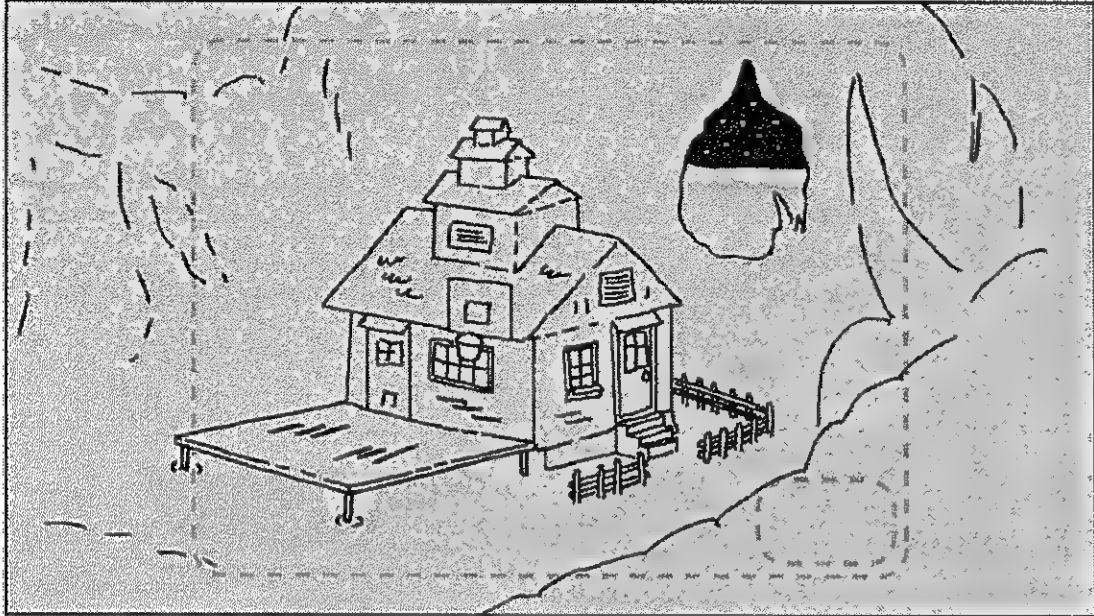


Sc. 185

Pnl. A

Bg.

day night

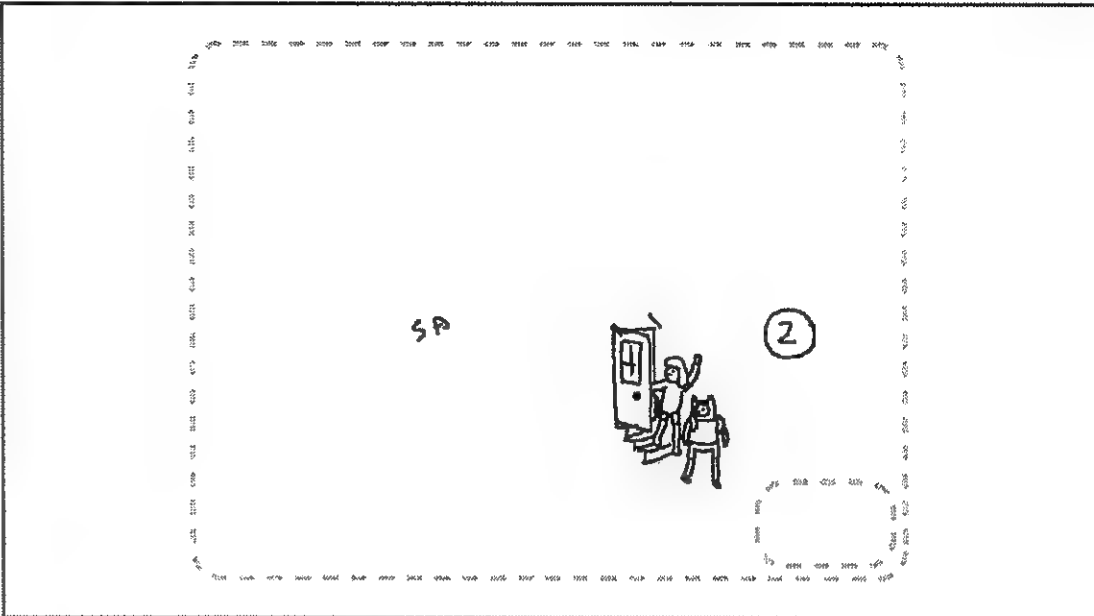


Sc. 185

Pnl. B

Bg.

day night



Dialog:

A. ① TAKE CARE!
B. ② SEE YA MARCY!

Action:

-FJ, PB
LEAVE HOUSE.

Timing:

499



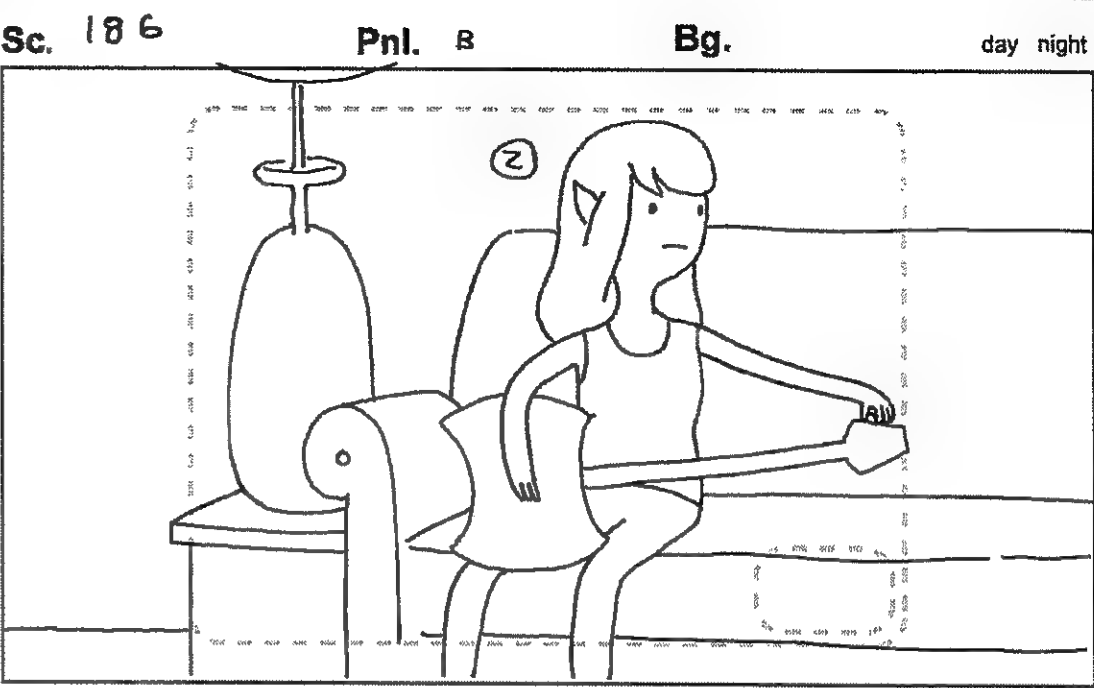
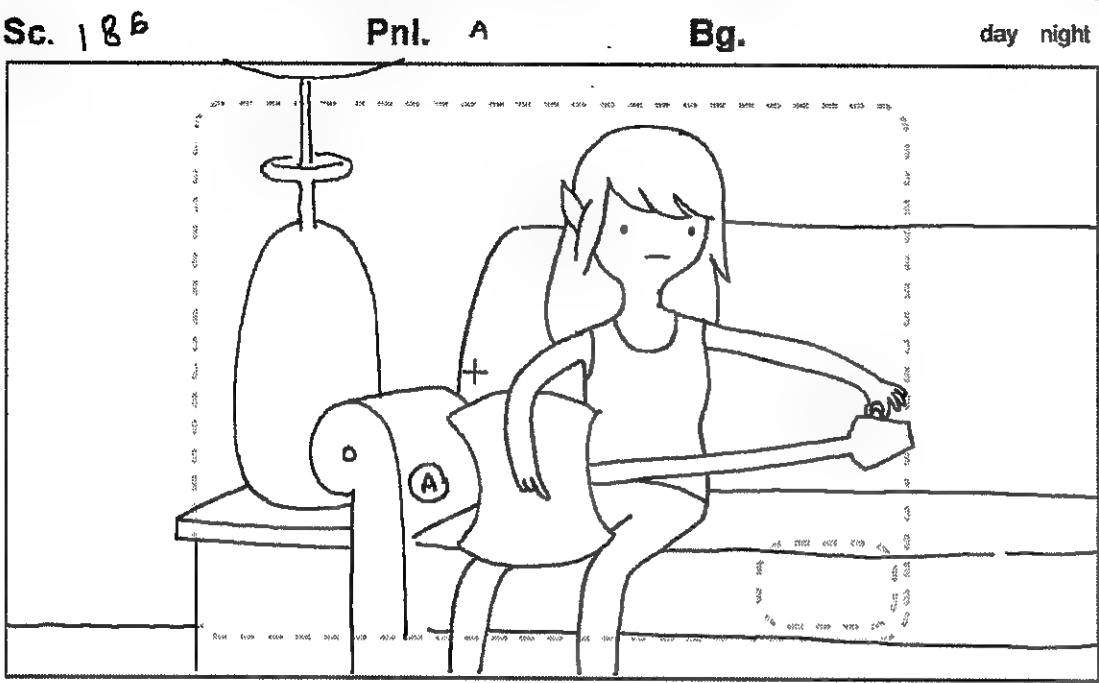
500

EPISODE # 1034-219

Production :

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ADVENTURE TIME



Dialog:

(SFX) = TUNING PLUCKING =


(KING/OS) ① YOUR FRIENDS SEEM NICE.

Action:

PLUCKING

A B A B A B A

Timing:

② +  SD1

SD2

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ADVENTURE TIME

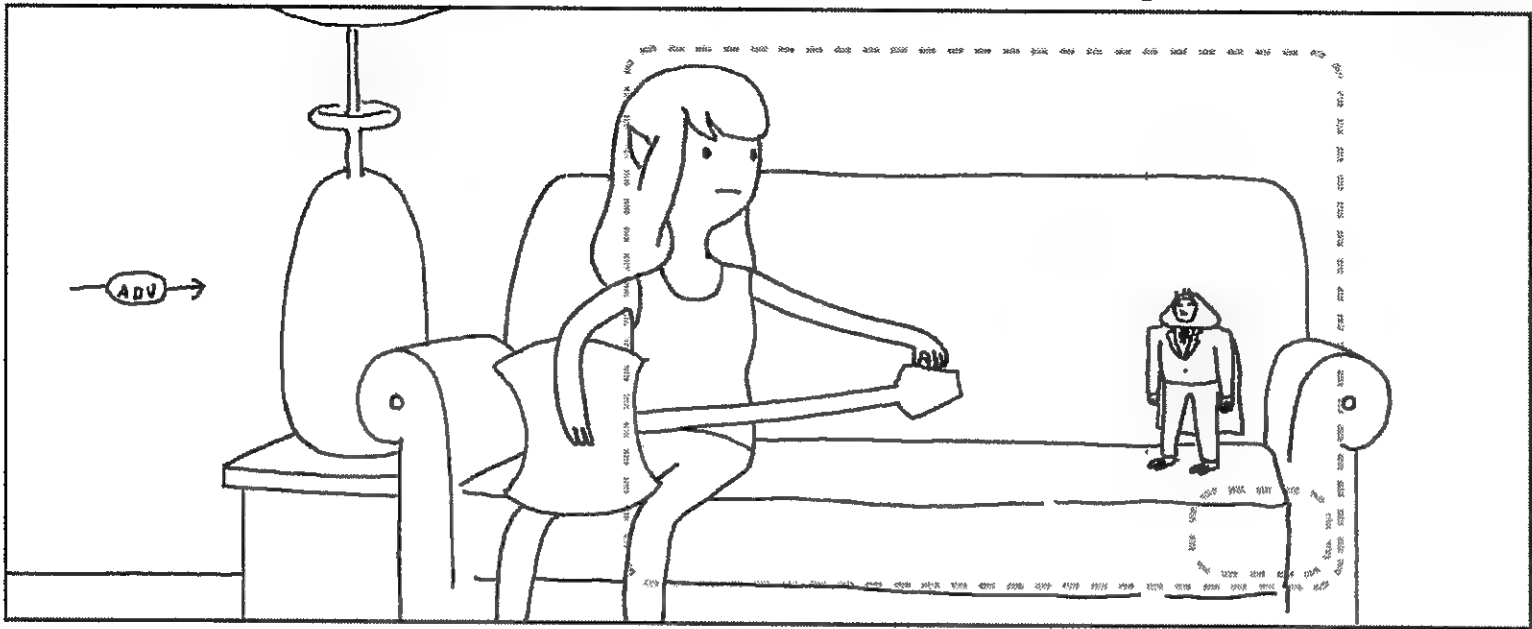


Sc. 186

Pnl. c

Bg.

day night



Dialog:

Action:

- PAN RIGHT TO TINY VAMPIRE KING .

Timing:

503

504

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ADVENTURE TIME



Sc. 187

Pnl. A

Bg.

day night

Sc. 188

Pnl.

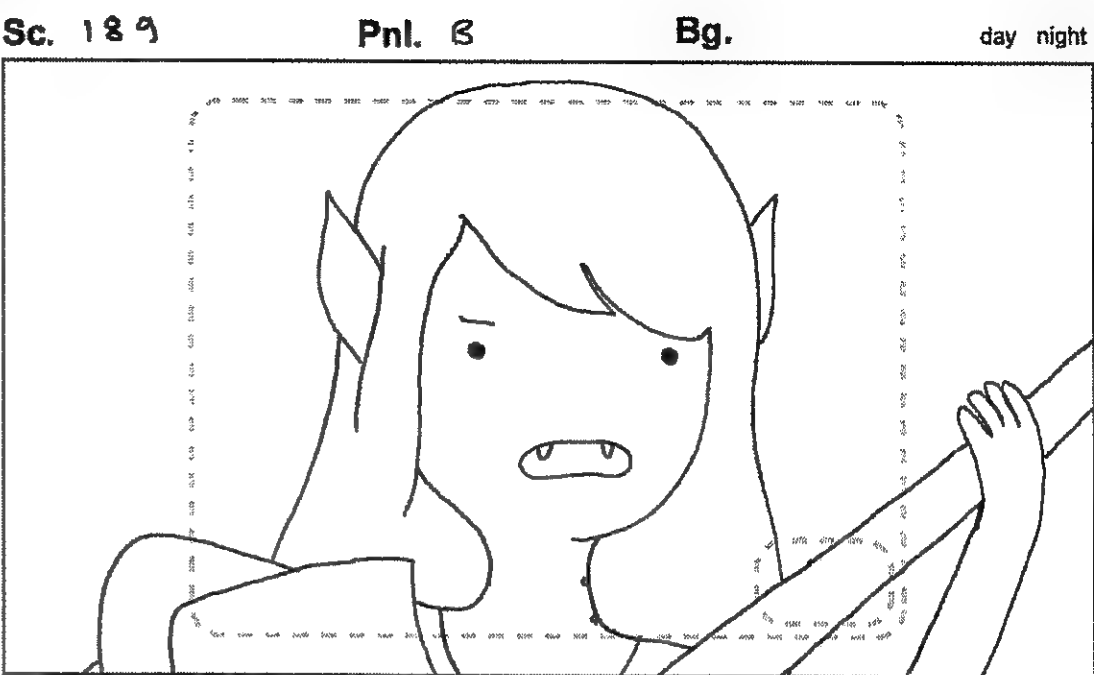
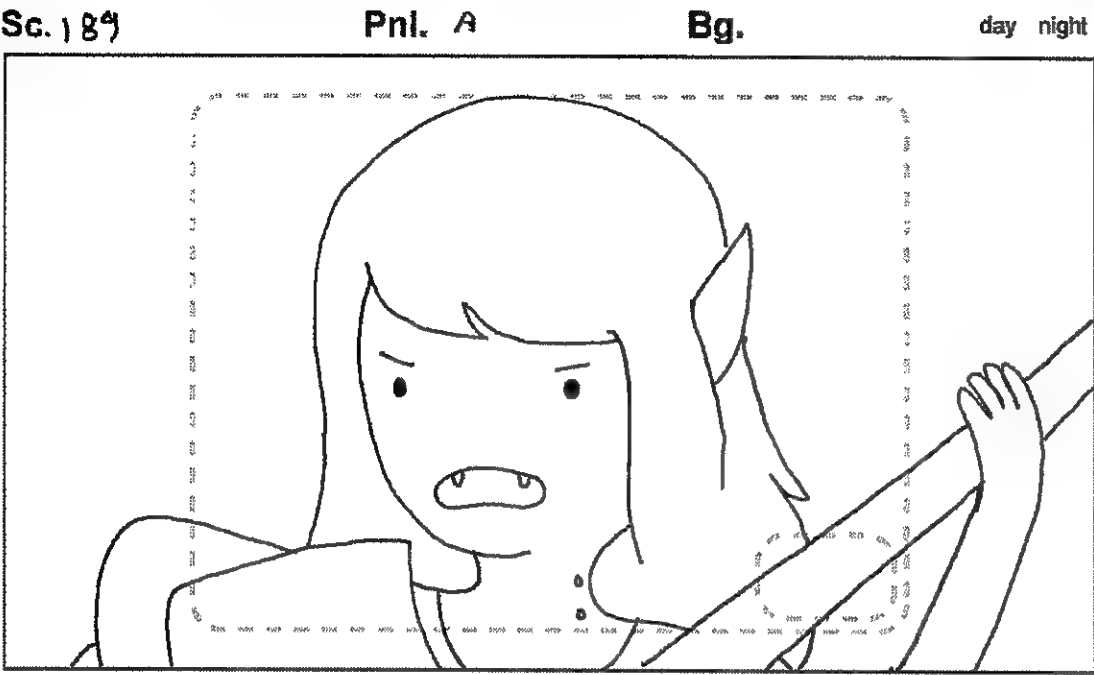
Bg.

day night

Dialog:	(M) UMM M M , ARE YOU LIKE IN MY HEAD NOW OR WHAT.	(K) FOR NOW
Action:		
Timing:	505	506

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ADVENTURE TIME



Dialog:
(M) WELL , JUST DON'T GET IN MY WA - (STARTS PLUCKING)
Action:
Timing:
S07
S08

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ADVENTURE TIME



Sc. 189

Pnl. C

Bg.

day night

Sc. 190

Pnl. A

Bg.

day night

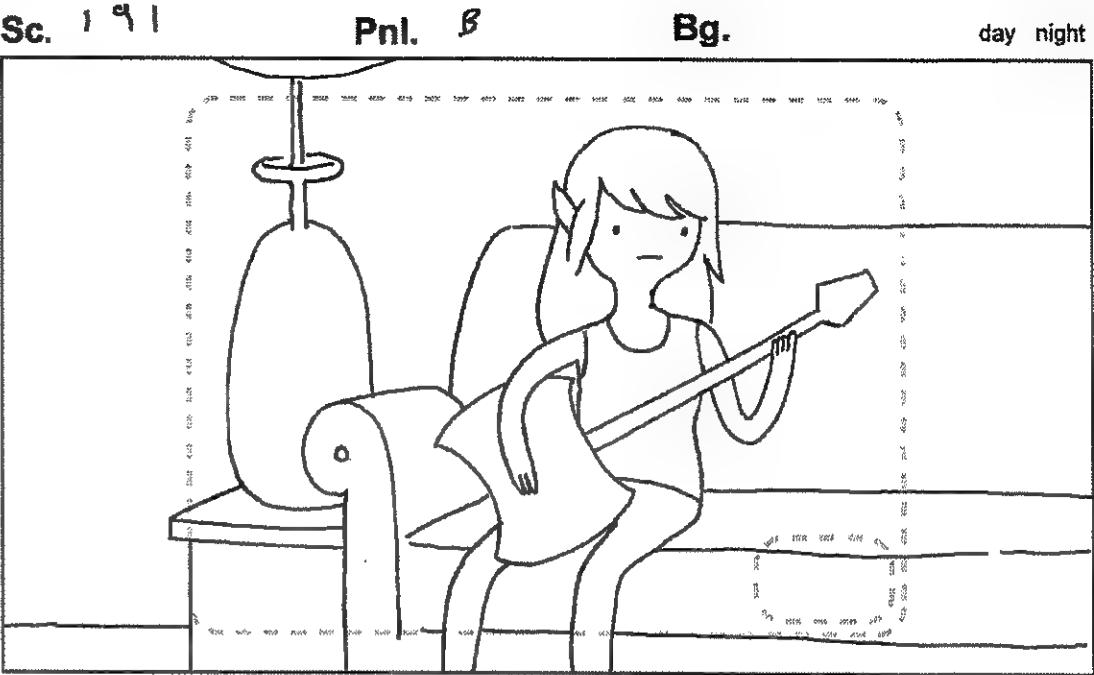
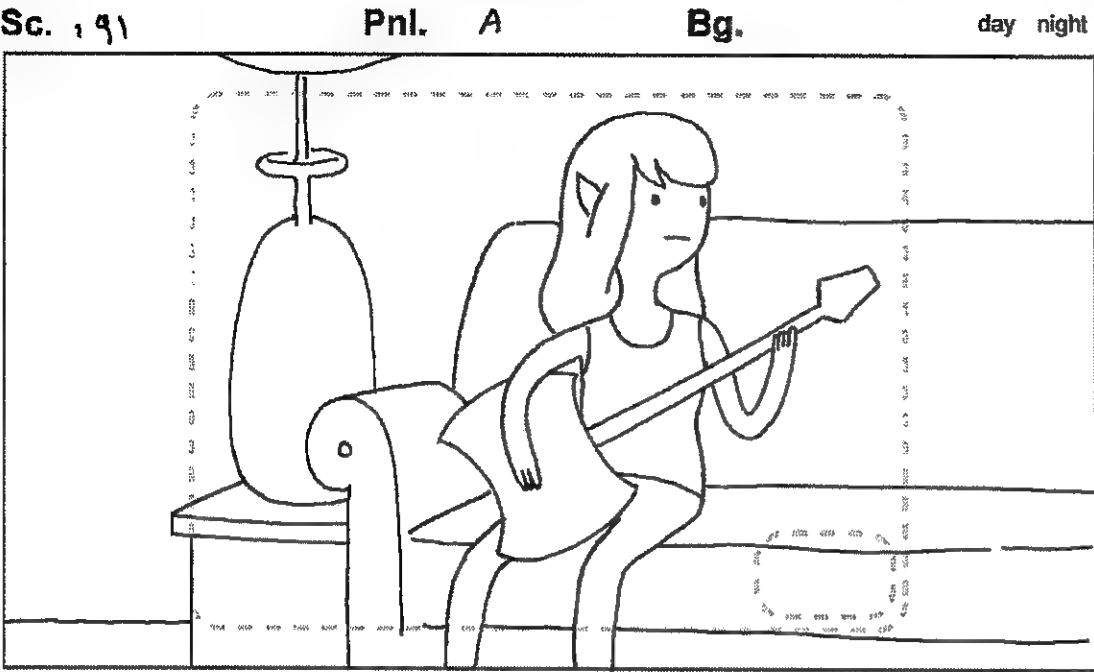
Dialog:	
Action:	
Timing:	

509

510

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ADVENTURE TIME



Dialog:

Action:

Timing:

S11

S12

- M. THINKS FOR A BEAT.

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ADVENTURE TIME

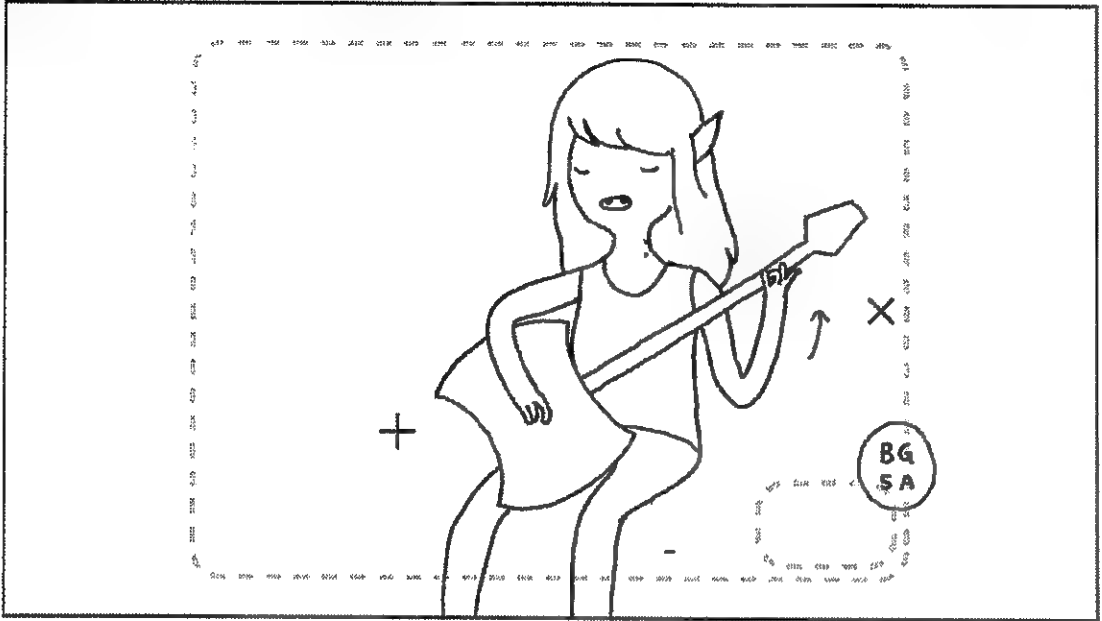


Sc. 191

Plt. C

Bg.

day night



Dialog:

(M) (SINGING) LET'S GO IN THE GARDEN ...
♪ YOU'LL FIND SOMETHING WAITING ... ♪

Action:

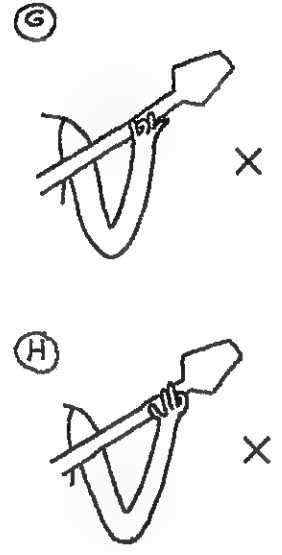
- M. STARTS
PLAYING.

(G) A B C D

(H) E F C D E F

Timing:

S13



S14

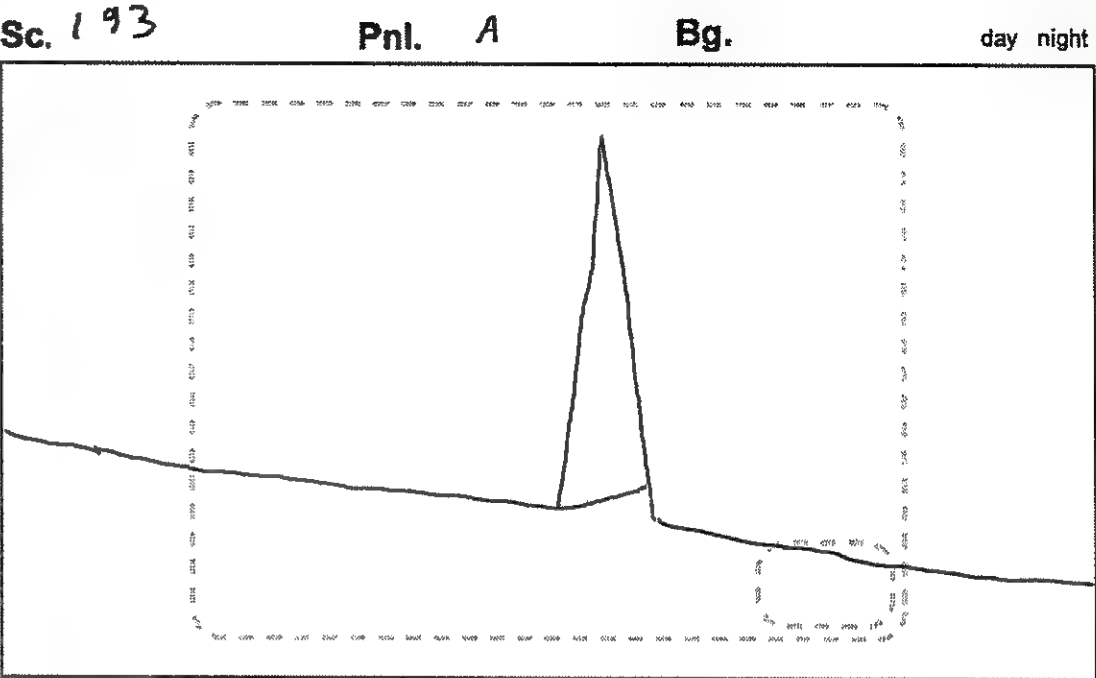
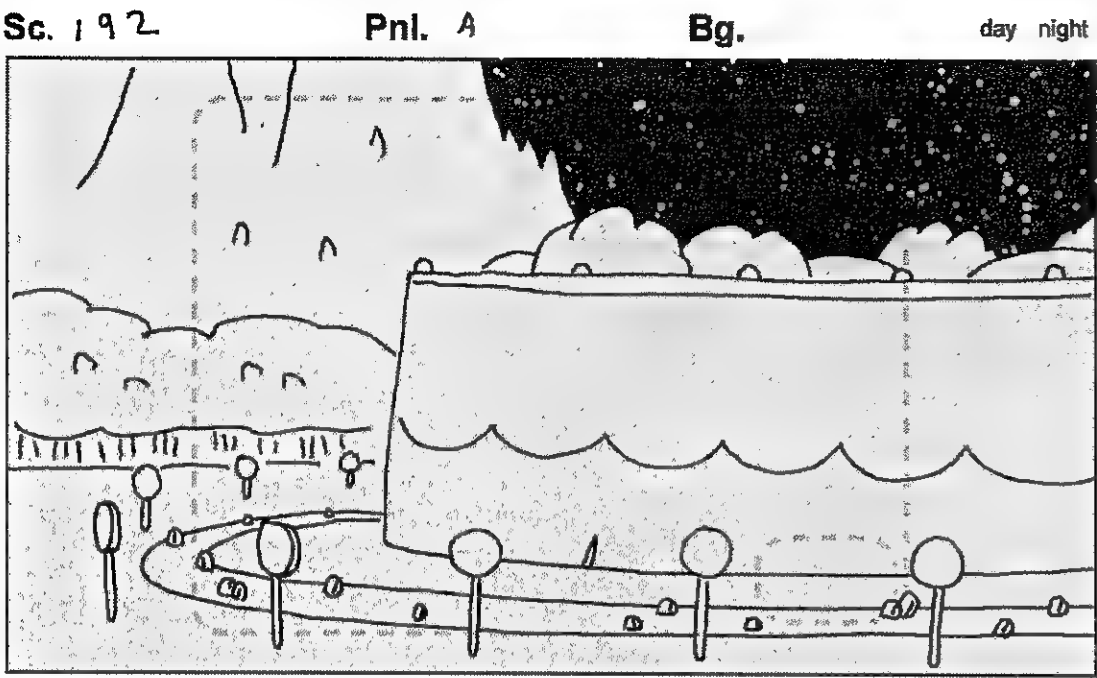
1034-219

EPISODE #

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ADVENTURE TIME



Dialog:	(M) (V/O, SINGING) RIGHT THERE WHERE YOU LEFT IT... ♪
Action:	- CRACK IN THE WALL.
Timing:	515 516

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ADVENTURE TIME



Sc. 193 Pnl. B Bg. day night

Sc. 193 Pnl. C Bg. day night

Dialog: (M) (SINGING) LYING UPSIDE DOWN ♪

Action: - TORONTO SQUEEZES THROUGH CRACK.

Timing: 517

518

BREATHING HEAVY.

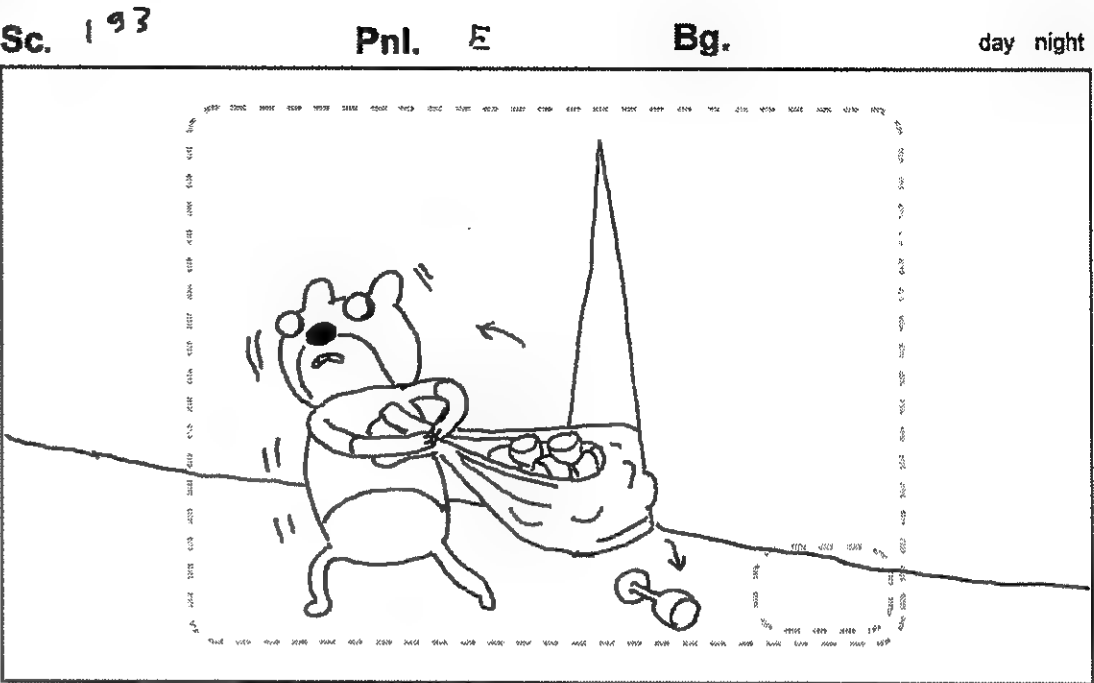
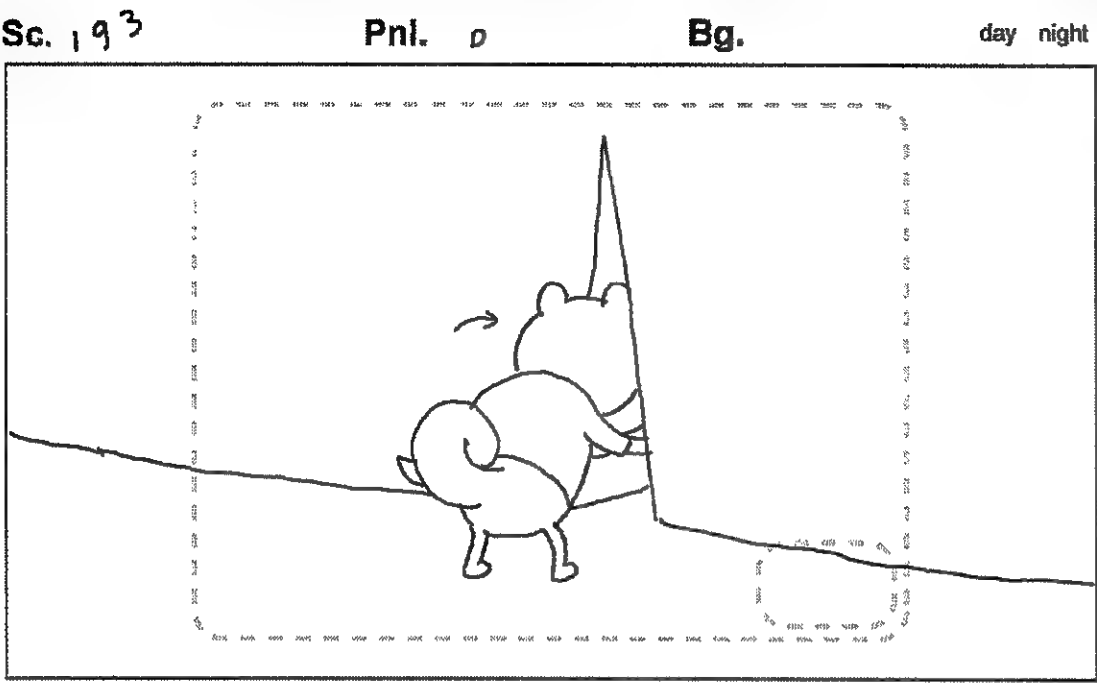
(A) (B) (A) (B) (A) (B)

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ADVENTURE TIME

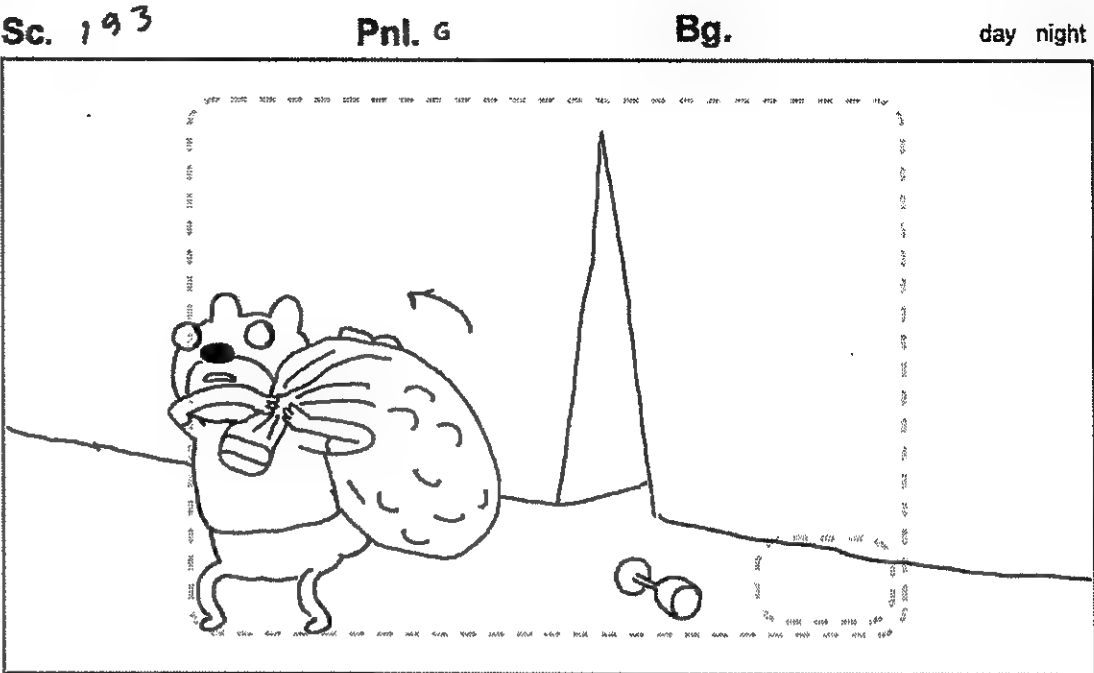
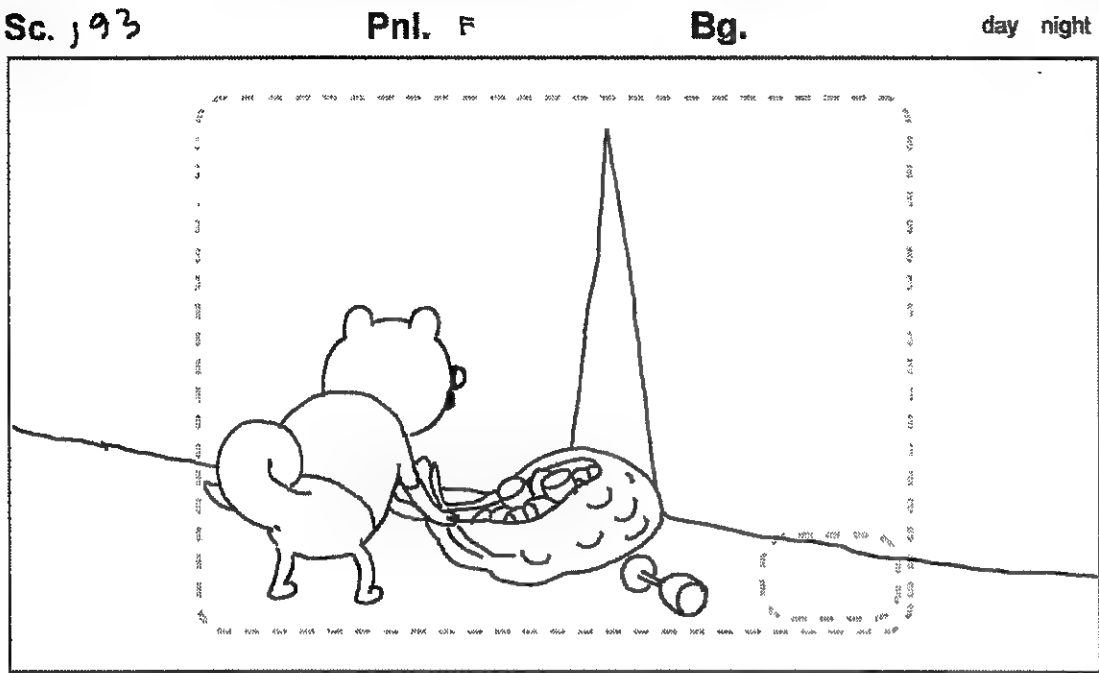


Dialog:	(SINGING) (M) ♪ WHEN YOU FINALLY FIND IT -- ♪ (SFX) ≡ CLANGING ≡
Action:	- TORONTO REACHES INTO CRACK. -TORONTO ≡ STRUGGLING≡ WITH SACK OF GOBLETS.
Timing:	S19 S20

EPISODE # 1034-219 Production :

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ADVENTURE TIME



Dialog:	(M) (SINGING) YOU'LL SEE HOW IT'S FADED...
Action:	-TORONTO HEFTS THE SACK !
Timing:	521 522

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ADVENTURE TIME

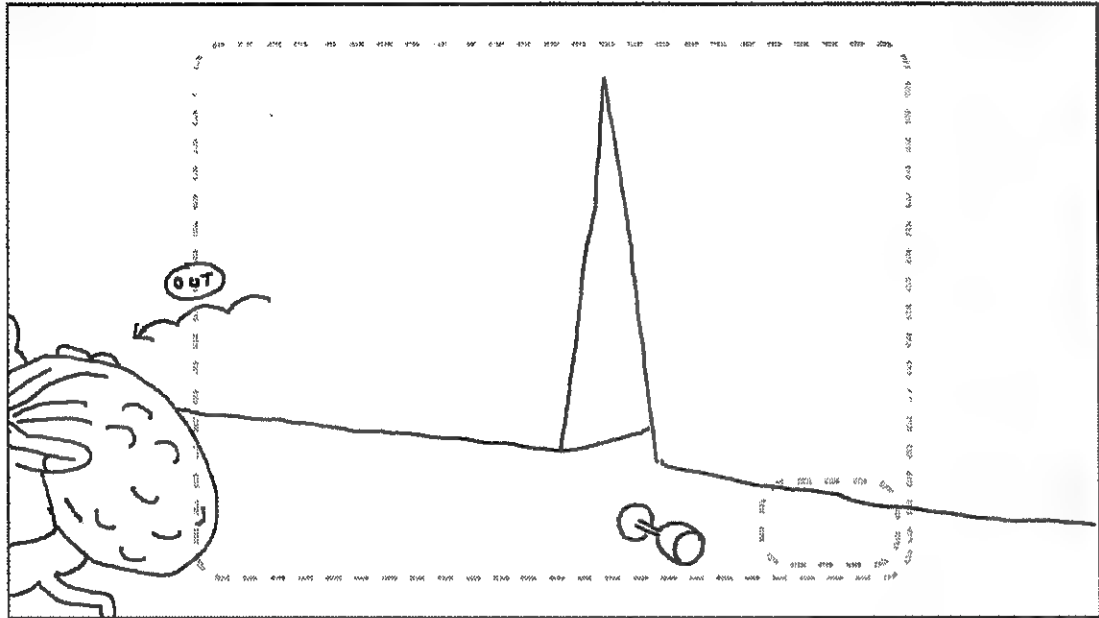


Sc. 193

Pnl. H

Bg.

day night



Sc. 194

Pnl. A

Bg.

day night



Dialog:

(M) (SINGING) ♪ THE UNDERSIDE IS -- ♪ .

Action:

-TORONTO HUSTLES OFF/S.

- CUT TO CANDY KINGDOM TOWER.

Timing:

523

524

EPISODE # 1034-219

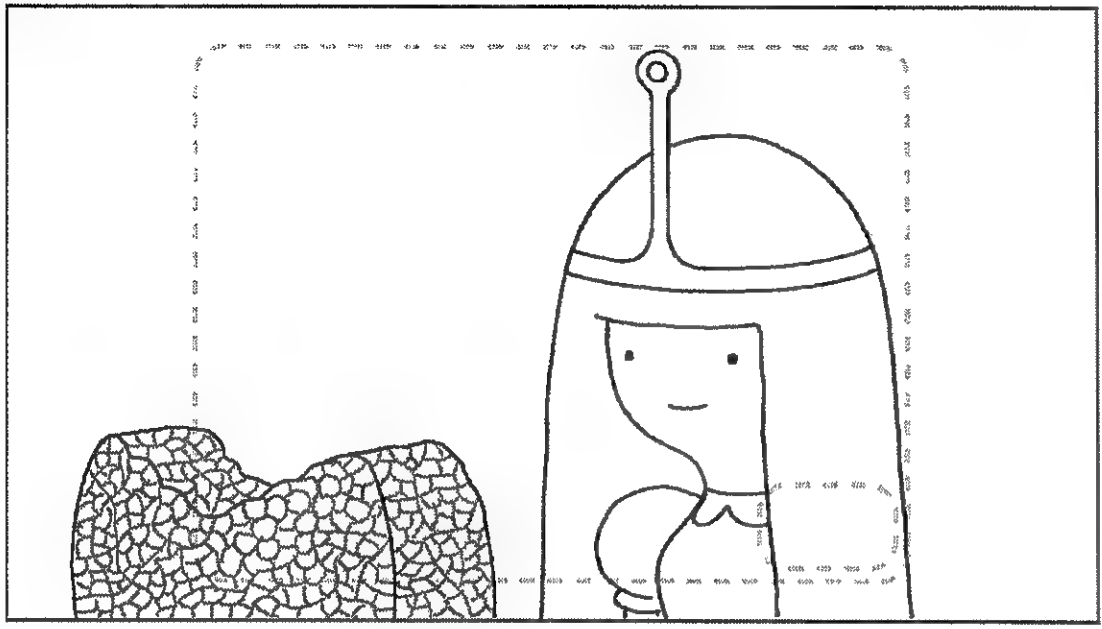
Production :

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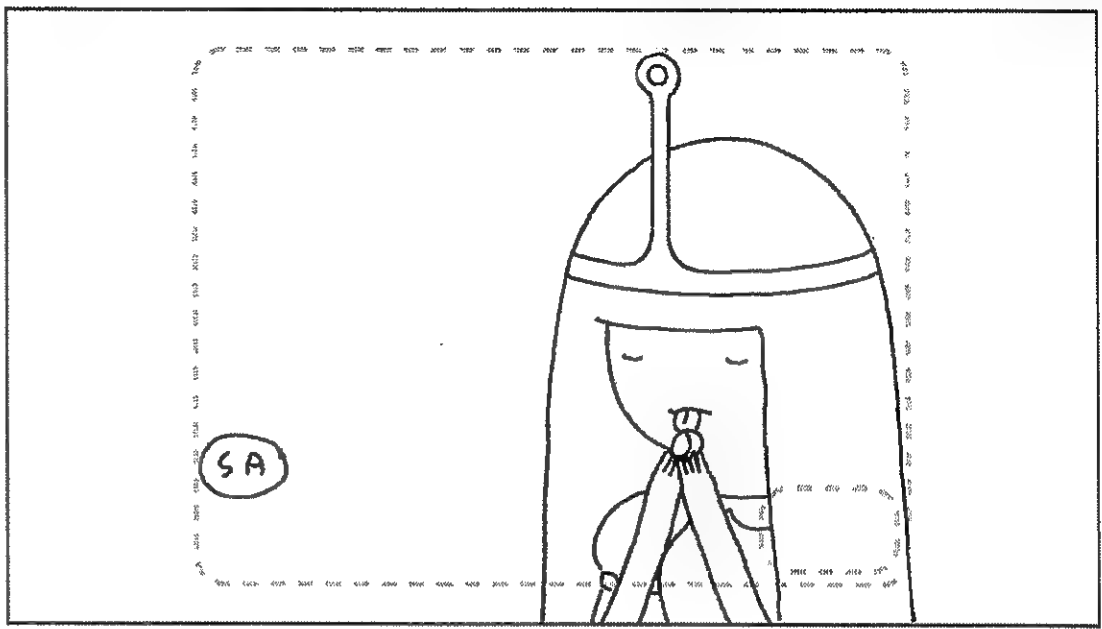
ADVENTURE TIME



Sc. 195 Pnl. A Bg. day night



Sc. 195 Pnl. B Bg. day night



Dialog:	
(M) ♪	LIGHTER . . WHEN YOU TURN -- ♪
Action:	- INT. CANDY KINGDOM - PB LICKS CANDY PIECE,
Timing:	
525	526

EPISODE # 1034-219
Production :

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ADVENTURE TIME

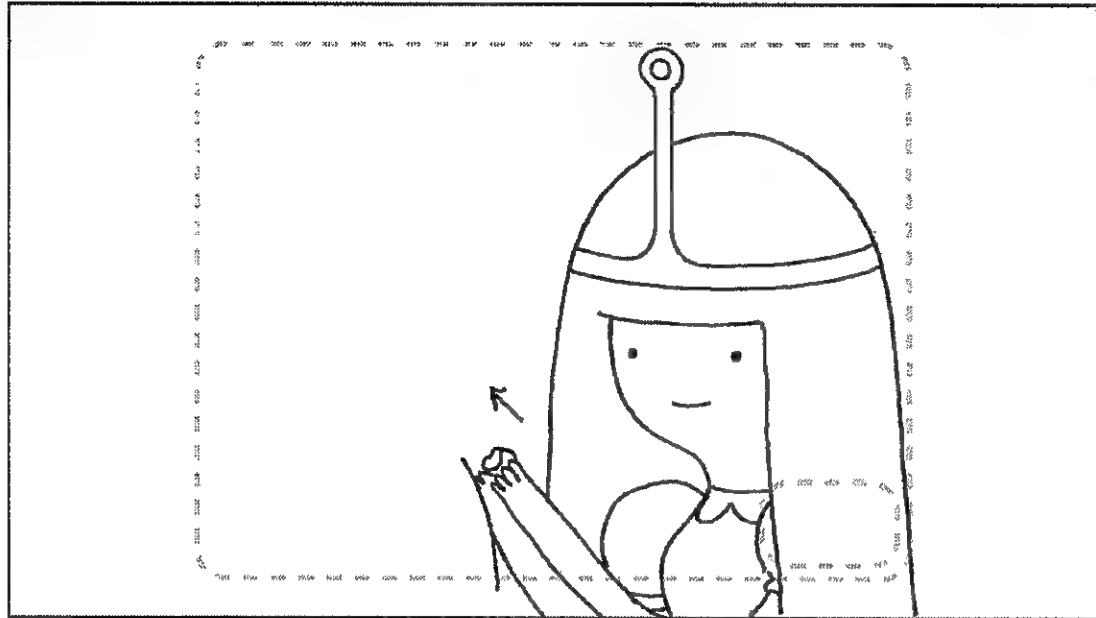


Sc. 195

Pnl. C

Bg.

day night

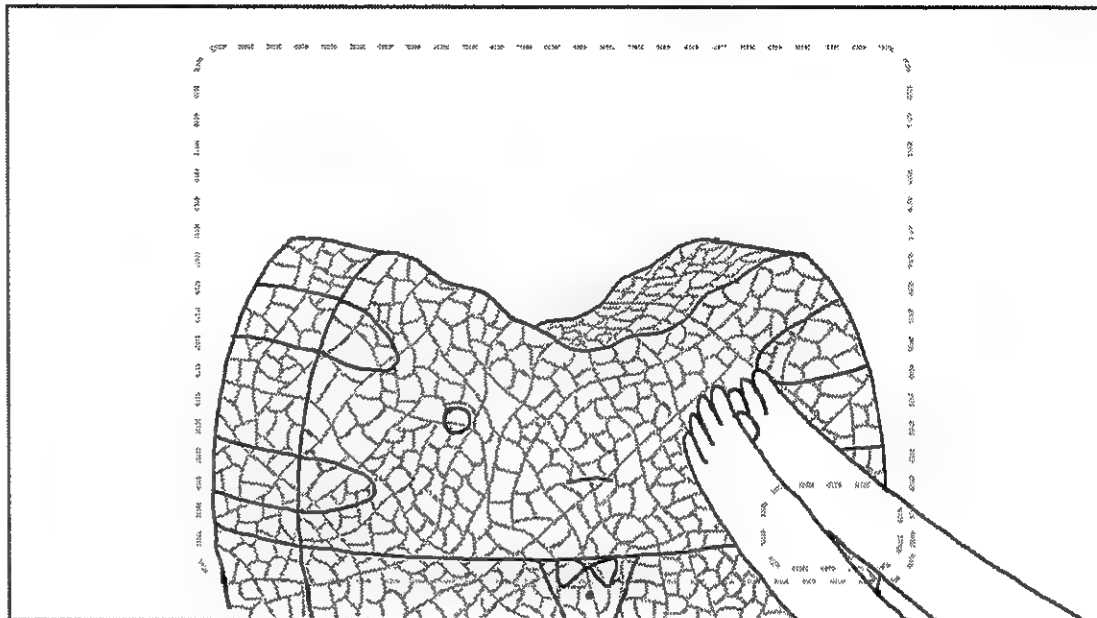


Sc. 196

Pnl. A

Bg.

day night



Dialog:

— (M) ♪ IT AROUND ♪

Action:

- PB PUTS PIECE BACK ON PEP-BUT.

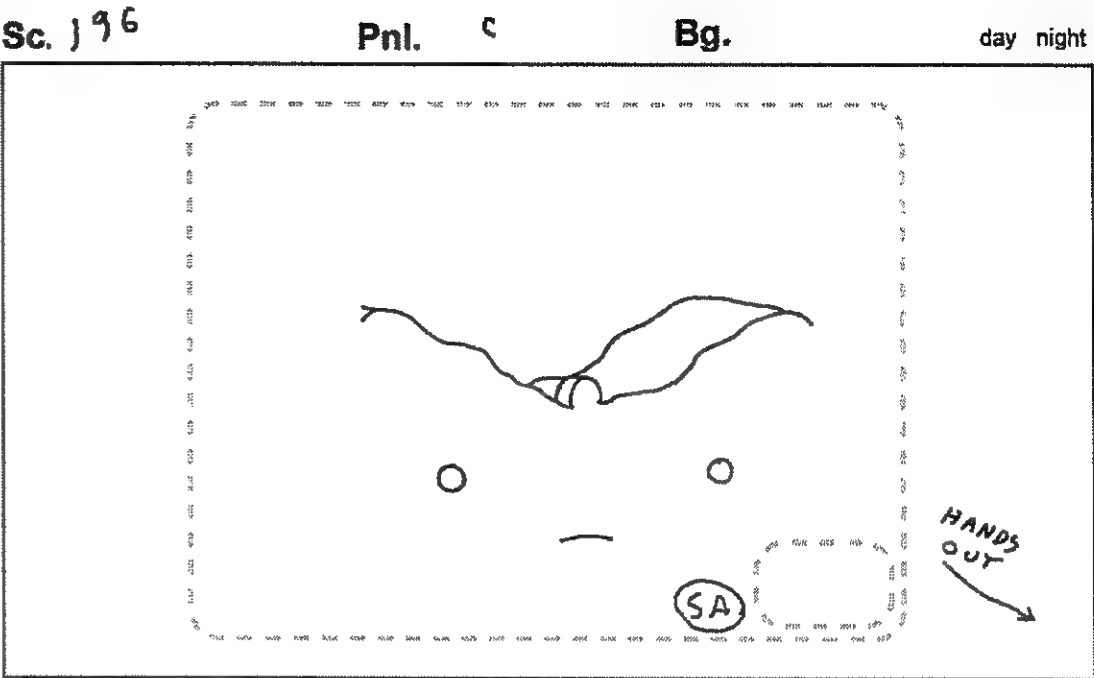
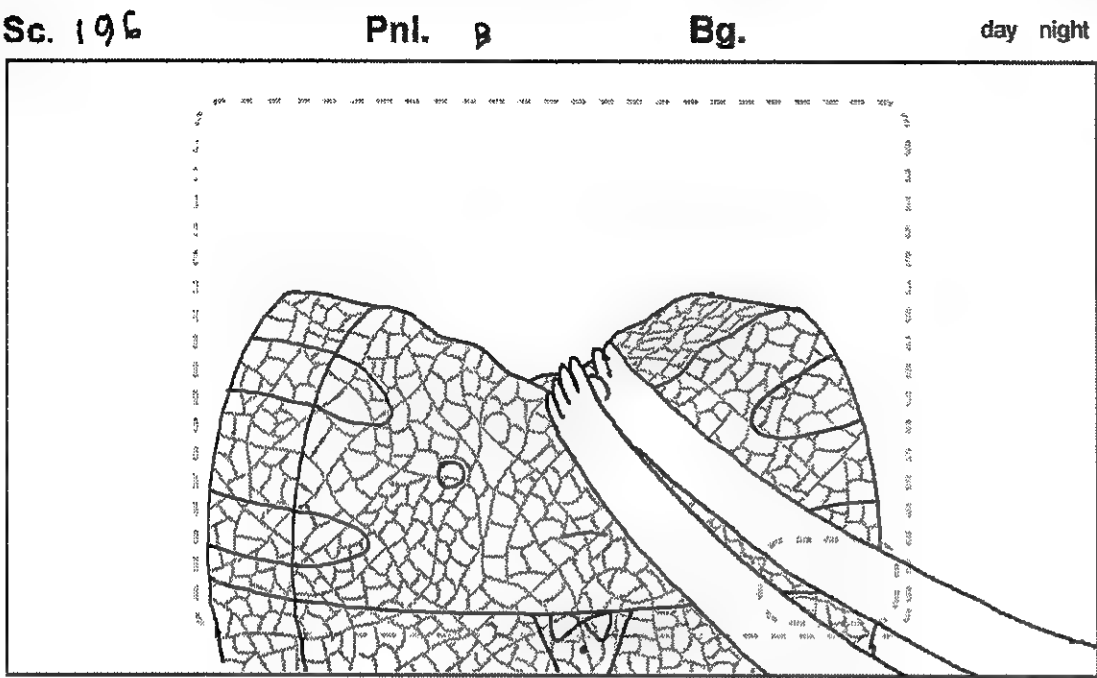
Timing:

527

528

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ADVENTURE TIME



Dialog:

(M) ♪ EVERYTHING STAYS-- ♪

Action:

- PB LOWERS HANDS OFF/S.

Timing:

529

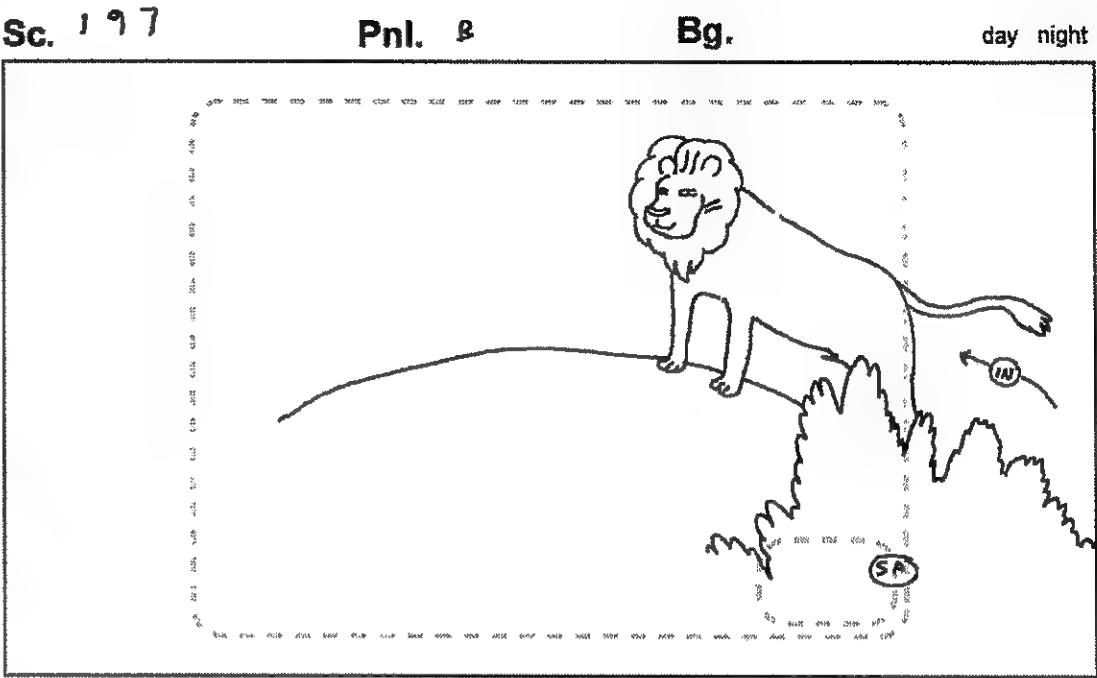
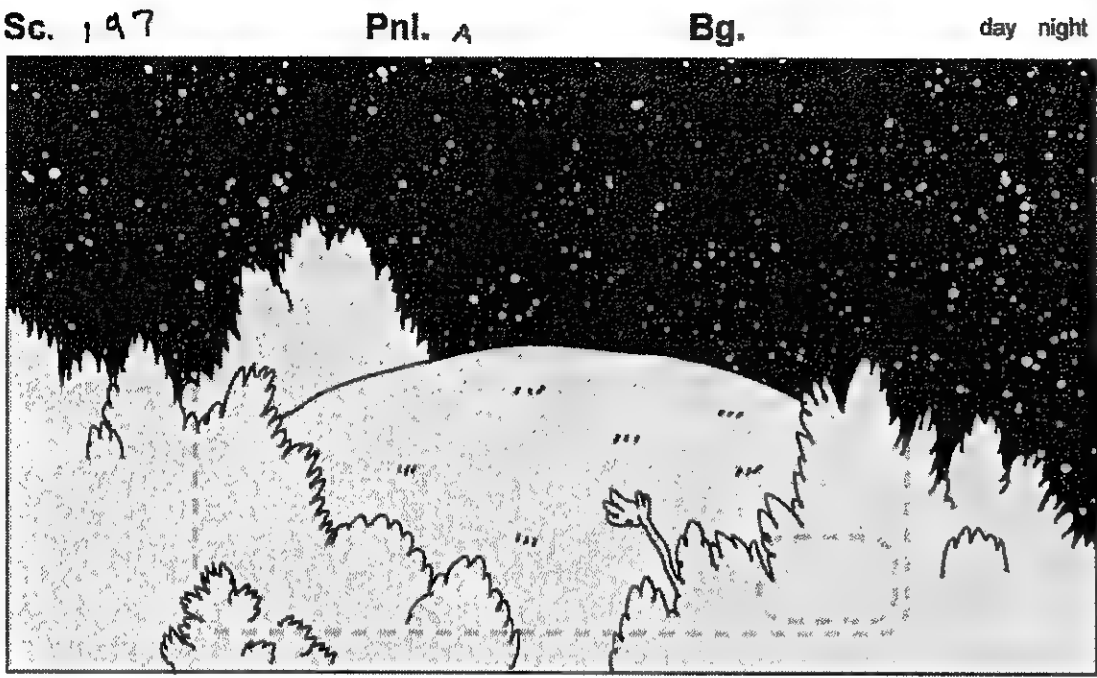
530

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ADVENTURE TIME



Dialog:	(M) ♪ RIGHT WHERE YOU LEFT IT ... ♪
Action:	- LION WALKS ON/S.
Timing:	531 532

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ADVENTURE TIME

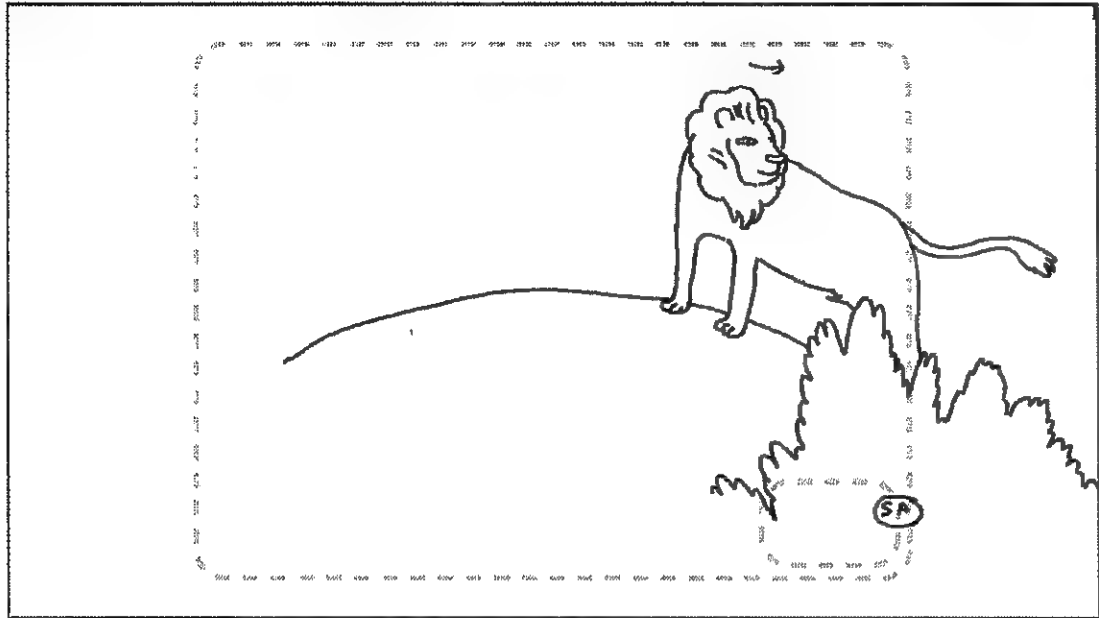


Sc. 197

Pnl. c

Bg.

day night

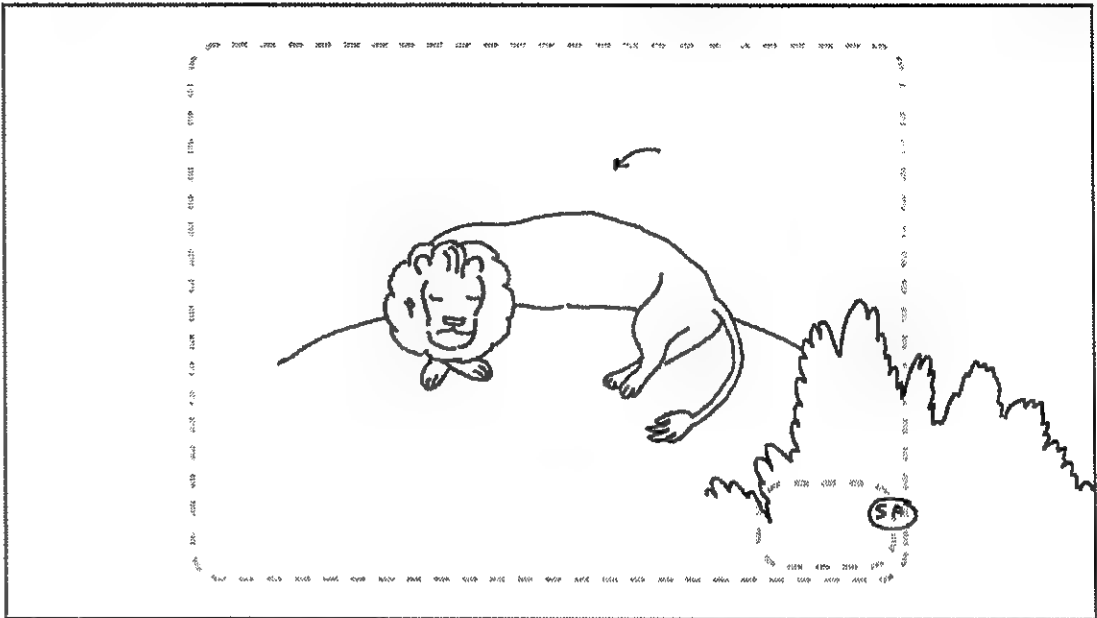


Sc. 197

Pnl. D

Bg.

day night



Dialog:

(M) ♪ EVERYTHING STAYS--♪

Action:

-LION LIES DOWN.

Timing:

533

534

EPISODE # 1034-219

Production :

ADVENTURE TIME



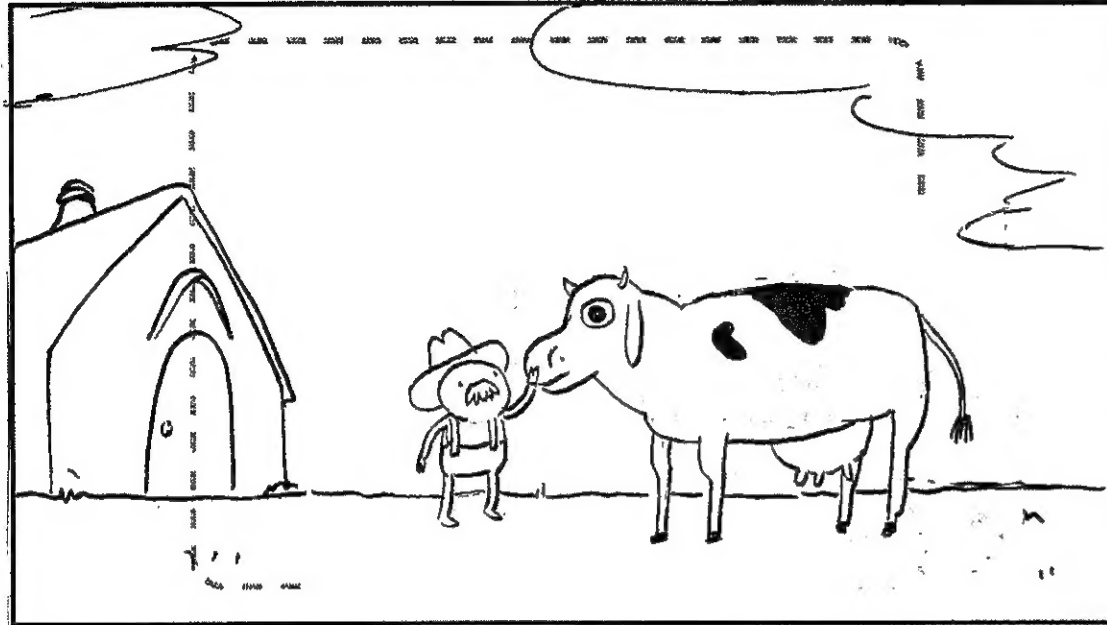
Page 268

Sc. 198

Pnl. A

Bg.

day night

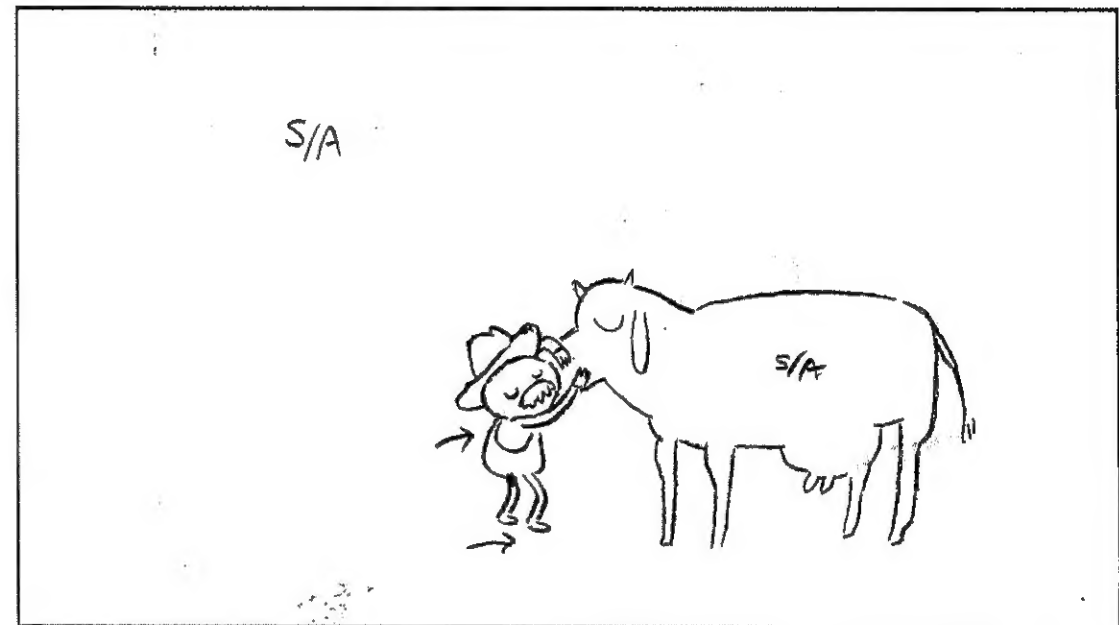


Sc. 198

Pnl. B

Bg.

day night



Dialog:

(M) ♪ BUT IT STILL CHANGES... ♪

Action:

- CLOUD DANCE PETS COW.

- CD HUGS COW.

Timing:

535

536

EPISODE #

Production :

ADVENTURE TIME



Page 269

Sc. 199

Pnl. A

Bg.

day night



Sc. 199

Pnl. B

Bg.

day night



Dialog:

(VO, SINGING)

(M)



EVER SO SLIGHTLY,

DAILY AND NIGHTLY ...



Action:

-FLASHBACK TO PT. 2 SCENE.

-MARCELINE'S MOM ROCKS MARCI.

Timing:

537

538

EPISODE #

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ADVENTURE TIME



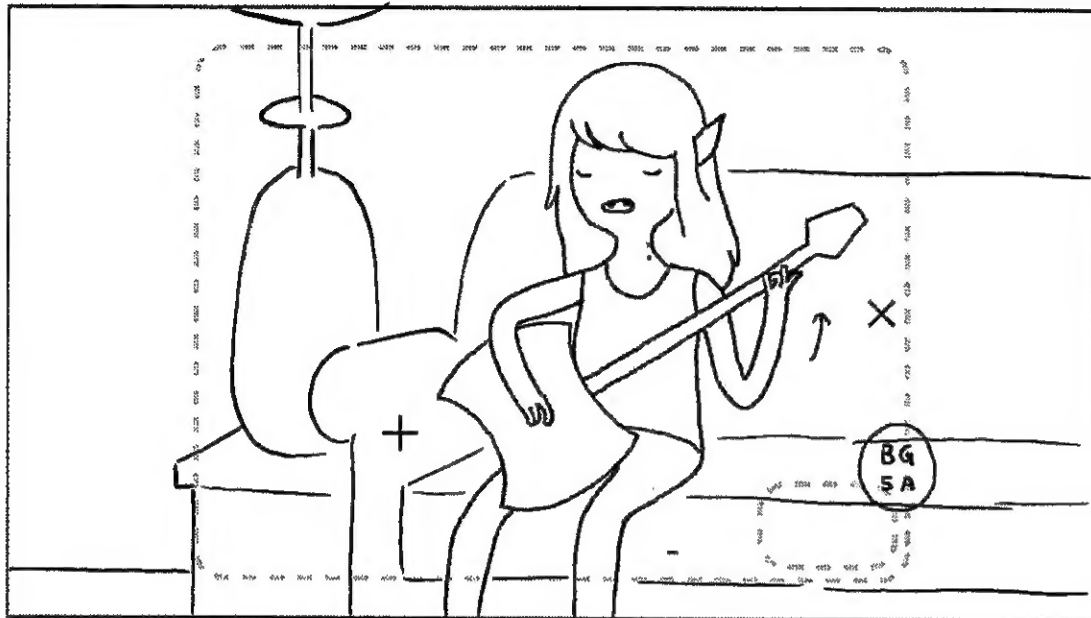
Page 270

Sc. 200

Pnl. A

Bg.

day night



Dialog:

(M) (SINGING)

♪ IN LITTLE WAYS ... ♪

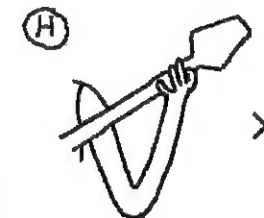
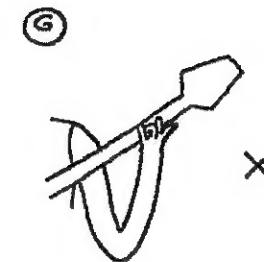
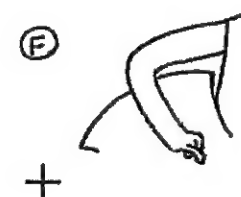
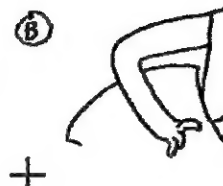
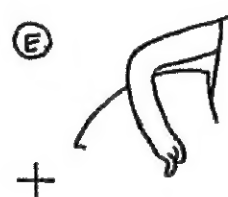
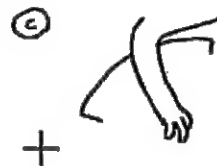
Action:

(G) A B C D

(H) E F C D E F

Timing:

539



540

1034-219

EPISODE #

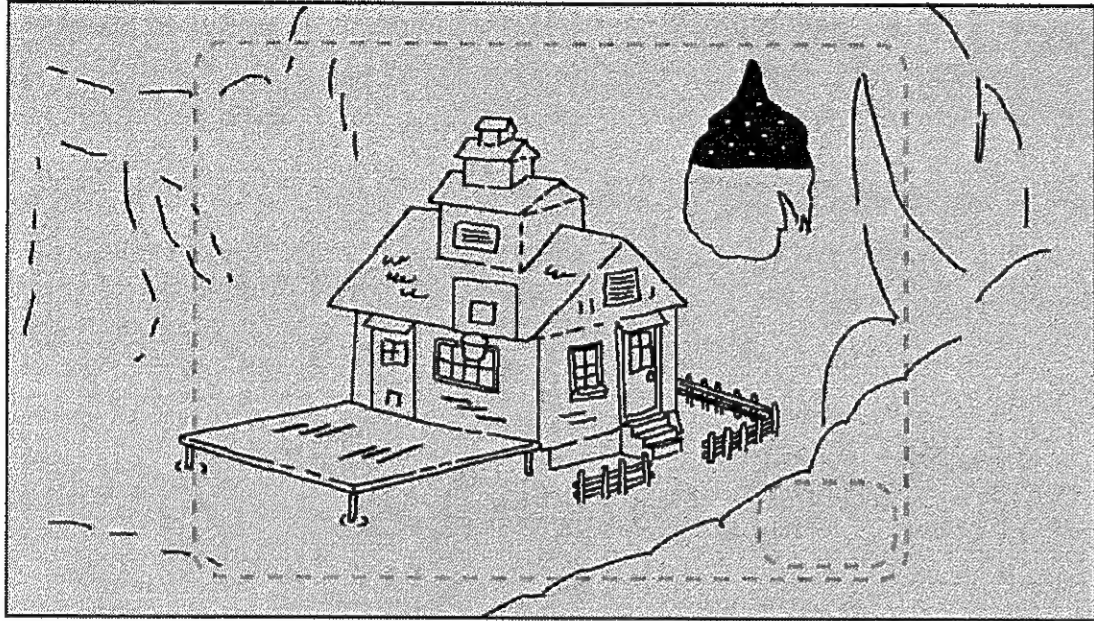
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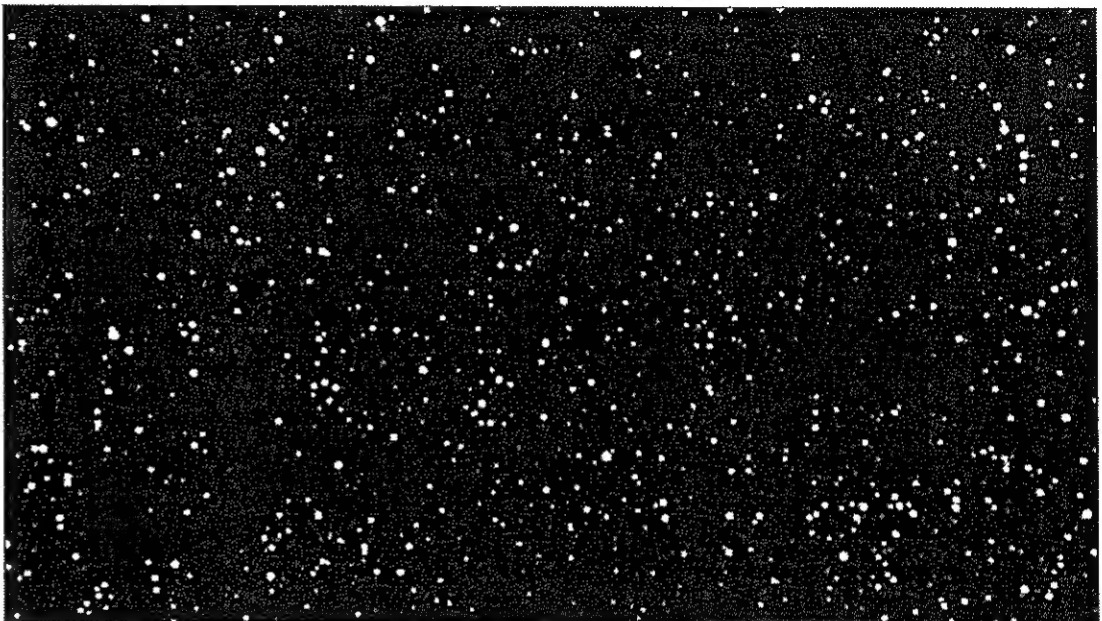
ADVENTURE TIME



Sc. 201 Pnl. A Bg. day night



Sc. 292 Pnl. A Bg. day night



Dialog:	
(o/s, SINGING)	
(M) ♪ EVERYTHING... STAYS ... ♪	
Action:	→ (X-DIS) →
Timing:	
541	542 THE END

Production : EPISODE # 1034-219